Dungeons and Daddies

Dungeon Master: Anthony Burch

Glenn Close​: Freddie Wong

Darryl Wilson​: Matt Arnold

Henry Oak​: Will Campos

Ron Stampler​: Beth May

Episode 19—Amazing Grant, How Sweet the Cern

[*guitar intro to the song “MMMBop” by Hanson while sounds of war rage in the background*]

**Henry**: [*in the background*] You guys, need more wood over here! Finish up the South wall!

**Darryl**: [*in the background*] Alright alright—Guys, we need to get Henry some wood! I got Northside. Your side’s pretty good!

**Glenn:** Oooooh, Oh, Oh/We met up with Darryl’s kid named Grant/Playin’ For Knights in MeadowShade

**Darryl**: [*in the background*] Glenn, are you playing the—Glenn, stop playing the guitar! We need help!

**Glenn:** We’re tryna save him but if we can’t,

**Darryl**: [*in the background*] GLENN!

**Glenn:** We gotta kill him and eat his face/Ooh yeah, We gotta eat his face

**Darryl**: [*in the background*] Ron! Drink this!

[*A pop, followed by drinking noises*]

**Darryl**: [*in the background*] Glenn what the FUCK are you doing!? Glenn, we need help!

**Glenn:** Yeah, Ooh, Grant’s crushin’ hard on the boy named Yeet/A righteous teen who shreds that board/I used to do vert and he does street/There’s someone’s knockin’ at the door

**Henry**: [*in the background*] Hold on—Shh shh shh, Someone’s out the window, quiet now--Shh shh someone’s out there—

**Darryl**: [*in the background*] Be quiet!

**Glenn:** Could somebody get the door, yeah yeah!

**Henry**: [*in the background*] Glenn! Glenn! Stop playing! Okay, I’m gonna go up and see who it is—

[*Door opens*]

**Henry**: [*in the background*] Oh my God, it’s Cern!

**Darryl**: [*in the background*] Cern!

**Glenn:** MMMBop, Wait, stop/Cern’s got a big ass rock

**Henry**: [*in the background*] Oh my God, it’s Cern! Oh, oh no—Oh my God!

**Glenn:** That he shot/Right at us—

**Henry**: [*in the background*] Hit the deck!

**Darryl**: [*in the background*] Grant!

[*guitar stops*]

**Glenn:** Oh, SHIT!

[*intro music*]

**Freddie:** Welcome to *Dungeons and Daddies*, not a BDSM podcast, occasionally a D&D podcast and also BDSM podcast. This is a Dungeons and Dragons podcast about four dads flung into—

**Will:** [*singing to the tune of “Absolutely (Story of a Girl)” by Nine Days*] This is!

**Freddie:** [*singing to the tune of “Absolutely (Story of a Girl)”*] This is a D&D podcast—

**Anthony:** [*singing to the tune of “One Week” by The Barenaked Ladies*] It’s been two weeks since an episode!

**Freddie:** It’s about four dads from our world flung into the Forgotten Realms on a quest to rescue their lost sons. My name is Freddie Wong. I play Glenn Close, the rock-and-roll bard dad of the group. The bard who, apparently, has never used Bardic Inspiration. I hear the internet screaming at me, I hear all bard players being like, "You fool! That's what you do." You know what? Get off my nuts! I play however I want—

**Anthony:** You apparently didn't need it.

**Freddie:** Apparently didn't need it.

**Anthony:** You’re fucking fine.

**Freddie:** I'm the best bard that ever was. This week's Dad Fact about Glenn: Glenn's spent a lot of time on the road, touring with his band. And I know that there was a lot of people—side note, Freddie here—A lot of people are like, "Guys, you should do the Wendy's thing." You know what? Fuck that. Fuck Wendy's. That's some pandering bullshit—

**Matt:** There’s a lot of energy coming off of Freddie right now.

**Freddie:** You know what? You know what? Glenn's favorite fast food joint?

[*Will laughs*]

**Freddie:** Jack in the Box. Fuck you, Wendy's.

**Beth:** Well, what's wrong with Wendy's?

**Anthony:** Wendy's has great spicy chicken sandwiches.

**Freddie:** Well, Jack in the Box is better.

**Beth:** Wait, what?

**Matt:** Now we can't get sponsors from Wendy's.

**Freddie:** I'm gonna put my money on Jack.

**Matt:** And, actually, Wendy's is much better than Jack in the Box.

**Will:** Wendy's released—

**Beth:** Guys guys guys, I'm thinking Arby's.

**Freddie:** Arby’s is—

**Anthony:** Arby's social media game is actually really on point. They might be down.

**Freddie:** Yeah, except the problem is, last time I checked, fast food is for eating at 2:00 a.m. and hating yourself, not for hilarious dunks on social media. If I wanted that, I would follow some 14-year-olds.

**Beth:** You would follow the Monterey Bay Aquarium.

**Freddie:** Yeah, exactly.

**Beth:** Shout out to them, they're hilarious on social.

**Will:** Freddie, if Wendy's cut you a check for fifteen large, you would do their stupid TRPG—

**Matt:** Yeah.

**Will:** In a fucking heartbeat so fast, there'd be a Freddie-shaped hole in the wall. So, spare me.

[*laughter*]

**Beth:** Can you imagine somebody stumbling into this podcast for the first time and being like, "I'm out?"

[*Will cackles*]

**Anthony: “**Nah, these guys sound like a bunch of entitled shits.”

**Matt:** Alright Freddie, what's your dad fact, after you've given us all your hot takes?

**Freddie:** My dad fact is Glenn calls Wendy's Big Dubs but nobody else in the world does. It's like, "Yeah, guys, let's go to Big Dubs." What are you talking about? Whataburger?

**Anthony:** Whataburger’s pretty good.

**Matt:** Hi, my name is Matt Arnold. I—

**Freddie:** Oh, you're from Texas! I have a hot take for you, about Whataburger.

**Will:** Oh, boy; can't wait. [*laughs*]

**Matt:** [*sigh*] Alright, my name is Matt Arnold. I play Darryl Wilson, a stay-at-home coach dad who's now a barbarian in the Forgotten Realms. Just a little light Dad Fact for Darryl, since he might eat his son’s skin this episode, just keeping it light. His favorite board game is Scrabble. That's it.

[*laughter*]

He likes Sunday—Sunday morning, he likes to do scrambled eggs, and he calls it the Scrabble Scramble and, uh, yeah. He's not good at the game. He just likes to make funny words. As the rest of the family—

**Beth:** I like that. I like that a lot.

**Anthony:** Very charming, yeah.

**Freddie:** Now, does—does he know “za?” The—

**Matt:** No, he's not good at it. Grant and Carol are both good at it.

**Will:** What's the biggest—

**Matt:** He's looking for “poop.” He's looking for the P-O-O-P. He's looking for ”turd.” He's just wanting to make goofy words. And then it just annoys Grant, he’s like, "But you could've done times three if you did an S!" Yeah, but “turd” is funnier than “turds”—

**Anthony:** And you can tell two turns before you even do it because you're like [*goofy laugh*]

**Matt:** [*laughing*] Yes, yes. And you see four letters off to the side.

**Anthony:** And you can see four off in the middle of your tiles—

**Matt:** And you're like, "You have poop, don't you? Ready to go. Primed and ready."

**Anthony:** “I don't know, you'll find out.”

**Matt: “**You'll see.”

**Will:** Hey, everyone. It's me, Kai Ryssdal on *Marketplace*. I lost my Kai Ryssdal voice! I was like, "Oh, I'm going to casually throw Kai Ryssdal in. It's going to be a perfect Kai Ryssdal. It's going to be a flawless Kai!" And I just blew it—

**Freddie:** Everyone is staring at Will blank-faced right now.

**Will:** I rolled a Nat 1 on that Kai Ryssdal voice.

**Anthony:** Who's Kai Ryssdal?

**Will:** Alright, forget it.

**Beth:** Well, we know what you were listening to on the way over here.

**Will:** Kai Ryssdal is the guy who does *Marketplace* on NPR. “Let's do the numbers.” There I got a little again... I'm Will Campos. I play Henry—

**Freddie:** Will,It's a little smarmier.

**Will:** Yeah, well, okay, well... There's only so smarmy I can get. I'm not a smarmy person, so... Boy, it's a wild intro!

**Anthony:** We're just trying very hard to distract ourselves from the fact that you might literally eat a kid or all of you are going to die.

**Matt:** This might be the last episode.

**Anthony:** This could genuinely be an episode where very, very bad things happen that derail the entire podcast, so let's—let’s enjoy playing in the space!

**Will:** So, my name is Will Campos. I play Henry Oak, Birkenstock-rocking, granola-munching, crunchy, hippie, nature druid dad, and my Henry Fact this week is that Henry's done a lot of magic, but did you know Henry knows one magic trick?

**Freddie:** Okay.

**Will:** It's a mentalism trick.

**Freddie:** [*scoffs*] Okay.

**Will:** He likes to bust it out at parties.

**Henry:** I need one volunteer from the audience of four people in front of me to be my partner for this mentalism trick.

**Darryl:** Oh, I would—I love magic, Henry, I would love to—

**Henry:** All right, step on up. What's your name, sir?

**Darryl:** My name is Darryl Wilson. Oh, this is great—

**Henry:** Darryl, nice to meet you. Henry Oak.

**Matt:** Handshake. Big handshake.

**Henry:** Oh, hey. That's a strong grip.

**Darryl:** All right.

**Henry:** So, Darryl—

**Freddie:** Is this the first time they’ve met?

**Anthony:** Yeah, this is, canonically, Darryl and Henry origins.

**Will:** Okay, this is good! This is how Henry and Darryl met. He was at a soccer game, and Henry did this magic trick and—

**Beth:** Bet you guys didn't expect a flashback in the intro.

[*laughter, background noises of a soccer game*]

**Henry:** Darryl, hey, I got a magic trick for you.

**Darryl:** All right.

**Henry:** So, this is what I've been working on.

**Darryl:** Hey, Grant, stay center! Stay center, Grant!

**Grant:** [*distant*] Oh my god—

**Henry:** Is that your kid up there?

**Grant:** [*distant*] Stop yelling at me, I know.

**Darryl:** Sorry, sorry about that, just... Great kick. All right.

**Henry:** I can tell you where you got your shoes.

**Darryl:** Well, I doubt—Okay, mister magic man, let's see.

**Henry:** You got ‘em on your feet.

**Darryl:** ...You son of a bitch. Son of a bitch.

**Beth:** Cut to black. Cut to black, flash forward, years later—

**Anthony:** Flash forward, and they're kissing.

[*laughter*]

**Freddie:** No no no, cut to the van ride home, between Darryl and his kid.

[*background noise of car driving*]

**Darryl:** Hey, Grant. Wanna—Want to see a magic trick?

**Grant:** Yeah, sure.

**Darryl:** Yeah, you didn't know your dad could do magic, could you, huh?

**Grant:** No. Honestly, I didn't.

**Darryl:** Check this out. Your shoes. You got shoes on?

**Grant:** Yeah, I’m wearing my soccer cleats.

**Darryl:** I bet I know wh-where you got them.

**Grant:** Yeah, because you bought them for me.

**Darryl:** But I know where you got them from.

**Grant:** Yeah, the shoe store where you bought—We went together, I had to get sized for them. What are you doing?

**Darryl:** Hey, you want to text Mom, see if she needs milk or something?

[*all laugh*]

**Beth:** On that note, hi. My name is Beth May, and I play Ron Stampler, emotionally-stunted step-father and rogue. Guys, I'm excited about my Dad Fact this week. Okay. Ron Stampler, out of respect, refers to celebrities by their full names, like, their given names.

[*laughter*]

Okay, so—There's a couple of examples: Brad Pitt is Bradley Pitt, y’know? It’s Kimberly Kardashian, George Raymond Richard Martin, um—George R. R. Martin, there. Chancellor Johnathan Bennett the Rapper. Point five US Dollar the rapper.

**Freddie:** Oh my God.

**Anthony:** Holy shit.

**Beth:** Winona Ryder, I Hardly Know Her. And then The Rock, he just calls The Rock.

**Matt:** Wait, so, does Ron meet celebrities, or this is just amongst friends?

**Beth:** This is just amongst friends. Actually, anybody he meets. Very respectful about the given names of people and—

**Matt:** But not us.

**Beth:** Uh, no.

**Matt:** So, we now know that Ron doesn't respect any of us.

**Beth:** Actually, notice, if you go back and listen to the episodes, I don't know why you would, but Ron is the only person who doesn't give Cern a nickname. I did not speak because I couldn't think fast enough, and so...yeah.

**Freddie:** Interesting.

**Matt:** Well, hopefully he respects you enough to not kill you.

**Beth:** I somehow doubt it. Okay. Anthony, daddy.

**Anthony:** I'm Anthony Burch, I’m your Daddy Master, and there's no need to worry. Our lawyers are on it and, if everything goes according to plan, Pixar will be a fucking wet, red smudge on the pages of history when our lawyers are fucking done with them because in the trailer for *Onward*, the next fucking Pixar movie, it's literally a story about fucking Tom Holland and Chris Pratt in this fantasy universe going to revive their dad because they do a revivification spell on him that starts from his feet and moves upward and it gets interrupted midway through, and so the entire movie is them going around with their dad who is just a sentient pair of pants. It's just his legs. It's literally—

**Freddie:** What?

**Beth:** Oh my god. Oh man.

**Anthony:** It is literally Ron Stampler level of shit. With a bunch of sight gags of, like—It's fucking...

**Matt:** That's the actual concept of the movie?

**Anthony:** That is genuinely the concept of the fucking movie.

**Will:** Because I was fifty-fifty but then I saw it and I was like, "All right, you got my money, Pixar." Just go ahead and take it!

**Anthony:** Yeah. It was literally the hook that was like, "Now I want to watch this movie."

**Matt:** Now I want to watch it.It's too bad we're going to have to... Well, we'll just own Pixar. We won't stop them from making the movie, yeah.

**Anthony:** Yeah. We'll get to watch it for free in John Lasseter's office.

**Matt:** In fact, because of us, don't worry. You're not going to get *Cars 4*. Yeah, this'll be better underneath our leadership.

**Beth:** I'm excited to go to the YouTube comments and be like, "Well, well, well! I happen to play a sentient pair of pants on a podcast. Take that, Pixar!"

**Will:** So, we're better than Wendy's. We're better than Pixar. Who else? Who else do we want to take a shot at?

**Matt:** Yeah.

**Freddie:** I think it's time we stop making these people wait, and I think it's time we get into this episode.

[*theme music plays*]

**Anthony:** When we last left you, Cern was throwing a rock at Darryl. So, Darryl...

**Will:** Wait, before we dive in, I did roll to see what kind of rock it was.

**Anthony:** You did.

**Freddie:** That was the cliffhanger that we left these fine folks on.

**Will:** I just want to make sure the people know that I rolled a 9.

**Anthony:** A 9, okay. A big one.

**Matt:** What color is it?

**Anthony:** Color? It's green, because it's got the grass on top of it. It's, like, the brown beneath it. It's cute.

**Henry:** It's a green stone, guys! Duck!

**Anthony:** Okay, he's going to roll and he gets +11 to hit. Jeez Louise.

**Matt:** Is the grass side hitting me?

**Anthony:** [*singing*] Natural 20! Natural 20. That's very bad—Oh no! Okay.

**Matt:** Well, that's the end of the podcast.

**Anthony:** We don't have to worry about getting to the moral conundrum that is eating your son's flesh. We're just going to deal with this.

**Beth:** We don't even have to worry about Pixar.

**Anthony:** All right. So this is going for you, Darryl.

**Matt:** Okay. Speaking of giant stone coming at me, I'm going to, as a reaction, do Stone's Endurance.

**Anthony:** Oh, great.

**Matt:** Which will reduce damage to me by 1d12+3.

**Anthony:** Oh, great. Roll your Stone's Endurance so we know exactly what's getting reduced and I'll tell you how much you do take.

**Matt:** 8 plus 3, so minus 11.

**Anthony:** So, he's going to roll 8d10+7.

**Freddie**: Fuck off.

**Will:** What?

**Matt:** Whaaaaat?

**Anthony:** If he just normally hit you, It would've been 4d10+7, but he critted, so it's 8d10+7.

**Will:** How big was this rock he threw?

**Anthony:** It was fucking massive! So, this is crazy, you guys killed Terry Senior, and he was a Challenge Level 13 bad guy? I've chosen to make Cern a fire giant. He's wearing fire giant's armor that gives him fire giant abilities, and it's only Challenge Level 9. So, it's crazy that this much damage is happening.

**Freddie:** Wait, so he's like a mech?

**Beth:** Yeah, that's what I was thinking.

**Anthony:** He's well-balanced... He's basically in a big mech suit that is Fire Giant armor. He's well-balanced for a group of four Level 9 people and you're all like Level 5 so he's twice your level right now, essentially.

**Will:** Throw the bones, let's do it! Let's do it!

**Matt:** Do it. Do the damage.

**Anthony:** All right, so that's...

**Matt:** I probably won't die, so... unless you roll a lot of 10s. You sure he didn't get disadvantage at the shock of seeing his good friend Darryl?

**Will:** That he explicitly knew that he was coming here to kill?

**Anthony:** Yeah, he came here for you.

**Matt:** But it's different when you finally see the person's face. It's like *Double Indemnity*, when he walks in, she's like, "I can't do it anymore."

**Anthony:** So, how much health do you have?

**Matt:** I have 55.

**Anthony:** Okay, great, so you're fine. He did 54 damage to you. Minus your 11 is... He only did 43?

**Matt:** Because of that dad joke before, I have 6 health left.

**Anthony:** Okay, great.

**Matt:** But he doesn't have another rock in his back pocket or anything, right?

**Anthony:** No, that was it for that turn. You can see that Cern is inside this suit of armor that's got smoke and flames sort of coming out of a space around his neck. He's clearly too small for this fucking suit of armor, but he's sort of trying to manipulate it using a series of sticks and stuff that seem to go out to the arms and the legs of this fucking thing. So…

*[Freddie hums Pacific Rim music]*

**Will:** Pacific Cern!

**Anthony:** Yeah. Every single time he does anything, he's going to have to roll Dexterity to see if he can even stay on his fucking feet because he's just not well suited for this suit of armor. So, he does stay on his feet for this one. And now, it is all of your turns to roll Initiative.

**Will:** Roll them bones, people.

**Freddie:** Initiative, 5.

**Will:** An 8.

**Matt:** I got a 2, so if he wants to attack me, I guess I'm dead, everybody.

**Beth:** I got 18 plus 2, so 20. I have no idea what I would do, though. The problem is that...

**Matt:** Stand in front of me.

**Will:** We all go before he goes.

**Anthony:** Yeah, he just went. So, Beth, you're next.

**Matt:** I have a question. Where is the Hotties and Grant? They'd be outside, right?

**Freddie:** They're hanging out with me, smoking ciggos.

**Anthony:** They're outside with you, Grant's still inside, trying to get off that stupid goblin suit that he was wearing when you guys were talking last.

**Matt:** So Grant didn't see that.

**Anthony:** So Grant did not see that, no.

**Matt:** Okay. But the Hotties are here?

**Anthony:** But the Hotties are here, yes.

**Matt:** So they roll for Initiative?

**Anthony:** And they go like, "Whoa!" Okay, yeah. So, I'll make them roll Initiative. So they're going to go after you, Beth, in the initiative order.

**Will:** It is Cern!

**Matt:** It is Cern.

**Will:** How are we all feel—

**Matt:** I don't want to kill Cern even though he threw a giant rock at me.

**Henry:** Oh my god, guys! Cern! What do we do?

**Darryl:** Cern! Ha, whoo! Hell of a throw! You got me, that's for sure! Hey, why don't you come down and talk, cooler heads prevail and all that. Let's talk this out before one of us gets, you know, hurt.

**Anthony:** And so he says,

**Cern:** Cooler heads? Do I look cool to you?

**Anthony:** And his armor glows bright crimson red and smoke comes out of the neck and you can just tell whatever the hell armor place he got this from it was a fire-themed place.

**Henry:** Cern!

**Darryl:** Come on, Cern, you're better than that! You don't need to throw out Batman-and-Robin-style puns at me! Let’s talk—

**Ron:** Yeah, Cern, you don't need to be so cold-blooded.

**Anthony:** Ooh okay, that's good. I don't know if that's a dad joke, that's just a good pun. But you can get advantage... You get inspiration for it.

**Matt:** You get a golf clap from all of us.

**Freddie:** A light golf clap.

**Anthony:** Yeah, you get a golf clap. It’s good.

**Ron:** Thanks, guys, thanks. Yeah no, I recognize that it was the guy you called Lizardboy and I was trying to find who that was in my memory and then I was like, "Reptile, lizard, that's cold-blooded." So, that's where I got that reference, when I said cold-blooded.

**Will:** While the dads are vamping, I'm going to try to do a Perception check on Cern's rig here to see if it has any 16-bit, SNES, boss-style glowing weak points.

**Freddie:** Are there any glowing weak points...

**Anthony:** Sure. Sure, sure.

**Freddie:** ... on this giant enemy crab?

**Will:** That's an 11.

**Anthony:** Okay, so an 11 tells you that there doesn't seem to be, at least to you, any immediately obvious weak point, but that, like any suit of armor, if you got really rowdy and got close to it, you could probably use some Strength checks to try to pry individual pieces of the armor off.

**Will:** Is it powered or anything?

**Anthony:** You can basically tell that it is magically infused to give ‘em some extra strength, but there's no engine in there driving it other than him and his sticks that he's using to manipulate the arms and legs.

**Ron:** What if I tried to trip him?

**Anthony:** You can absolutely try to do that.

**Ron:** If I stilted over there on my stilts and he's all tall on his suit stilts...

**Will:** Mech battle?

**Ron:** Yeah, and then I take one of my stilts and I trip him.

**Anthony:** That's pretty fucking good.

**Matt:** Yeah.

**Beth:** All right.

**Glenn:** Ron! Sweep the leg!

**Ron:** Okay, I'm going to try to sweep the leg, guys.

**Beth:** All right, I walk towards Cern with my stilts.

**Anthony:** Okay.

**Beth:** I say—

**Ron:** Hi! Funny seeing you here, again. Funny seeing you again at all. Funny… to meet under these circumstances…

**Beth:** I just try to trip him.

[*laughter*]

**Anthony:** Okay, give me just a normal melee attack roll, just use your stats and your plus to-hit for that or whatever.

**Beth:** I got 18 plus 2, that's 20.

**Will:** Oooooo…

**Anthony:** Okay, so he's going to do an opposed Dexterity save, but he has very bad Dexterity, so... Yeah, describe how the tripping works, because it works. You tell me what happens.

**Beth:** I feel like I'm distracting him with one hand, like I'm offering him a dad handshake from the dads collectively, thinking about Cern's good memories of us that he clearly doesn't have, and then... say that's my right hand, and then I take my left hand and my left stilt and just sweep the leg.

**Anthony:** Fantastic. Alright, well—

**Beth:** And when he falls, I'm like—

**Ron:** Glenn told me to sweep the leg.

**Glenn:** [*weakly*] Sorry.

**Anthony:** He goes—

**Cern:** I heard Glenn say it. I was here.

**Anthony:** Okay, so he gets knocked prone and he will take a d4 of damage from rattling around inside that thing... Okay, so now it is the Hotties' turns. Killa DeMall is going to be like—

**Killa:** Oh shit! We should probably— I feel like we should hide. This is not really our thing. Do you want to…

**Anthony:** And she looks at Yeet—

**Darryl:** Yeah, get out of here, kids! Don't worry about us, we'll figure it out, just take care of Grant.

**Henry:** [*Gandalf impression*] This foe is beyond any of you!

**Anthony:** All right. So, Yeet Bigly goes,

**Yeet:** [*snaps fingers*] Got it. I'll get the kid and we'll bounce.

**Darryl:** Tell Grant I love him in case this goes down.

**Anthony:** Yeet's like—

**Yeet:** Probably not going to do that.

**Anthony:** Killa's like—

**Killa:** I'm probably not going to do that either.

**Darryl:** No, you really should, please. Yeah!

**Henry:** Come on, kids! Tell him that he loves—It’s his dad! What's wrong with you?

**Anthony:** Okay, As you're yelling that, then Grant comes out of the haberdashery and sees— so you're just bloodied, right?

**Matt:** Yeah, I'm messed up.

**Anthony:** So, when he sees you with blood pouring down your fucking body and he's like—

**Grant:** Dad! Oh no! Oh shit! Oh no!

**Anthony:** And, as he comes out, Cern looks at him and he goes—

**Cern:** Ha ha ha! That's right. Watch this. Watch this, child!

**Anthony:** And, so the Hotties are going to run and grab Grant... Eh, okay, Killa DeMall runs to go grab him, but she's not strong enough to do it on her own so Yeet Bigly... Critical Fails.

**Will:** Uh oh!

**Anthony:** So he just fucking face-plants and loses all the points from his skateboarding combo that he's been building his entire life.

[*laughter*]

**Beth:** Man.

**Will:** Got too greedy! Should've stuck the landing instead of going for that extra revert!

**Matt:** He's manualing too long. He was doing that jumping manual.

**Beth:** Yikes.

**Will:** It gets more unstable the longer you manual!

**Freddie:** [*laughing*] Holy shit.

**Beth:** Tears are streaming down my face.

**Matt:** So he just fell?

**Anthony:** Yeah. Now it is Henry's turn.

**Will:** First thing's first, we got to patch up our boy Darryl.

**Freddie:** Yea, boy!

**Will:** It's ya boy! I'm going to cast Healing Word. That's going to be the third level Healing Word. And the Healing Word this week is “heal.”

[*laughter*]

**Anthony:** How have I never heard that joke before? That's fucking perfection. That's so good.

**Will:** Actually, no. Shit, I don't want to do healing. No no no no! It's the wrong spell!

**Anthony:** There's Cure Wounds, it’s probably better, right?

**Will:** Yeah. So I wanted Cure Wounds. That's the shit I want. I Cure Wounds. So that's 3d8+3. What’s the— It's the butt-to-butt one, right?

**Matt:** Yeah, butt...

**Anthony:** It's the butt-to-butt pyramid.

**Freddie:** Two pyramids, ass-to-ass.

**Will:** You get 14 health back, my man.

**Matt:** All right. Thank you very much.

**Henry:** Grant! Grant! You've got to get out of here! It's crazy dangerous right now! It's super unsafe! Your dad's fine, we're taking care of him. He wants you to know that he loves him!

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

**Henry:** You.

**Anthony:** He loves the guy who killed him? Roll Persuasion.

**Matt:** I do love Cern.

**Will:** 18.

**Anthony:** So, that'll work. So he goes,

**Grant:** Okay, I guess!

**Anthony:** And he looks so scared and out of it that he just runs back into the haberdashery and you sort of lose sight of him.

**Will:** I give Darryl the double thumbs up, like— [*mimes*]

**Matt:** I give you a big double thumbs up too.

**Anthony:** But blood is running down your knuckles and your face.

**Darryl:** I feel all better thanks. Thanks, Henry.

**Henry:** No prob, bro!

**Anthony:** Okay, it is Glenn's turn.

**Freddie:** Hmm... Matt, so you're up next, right?

**Matt:** Yeah.

**Freddie:** Okay, and he's on the ground. He's prone. I feel like this is going to be a classic bard move. I'm going to try and cast Hold Person...

**Matt:** Yes.

**Freddie:** …On Cern.

**Matt:** I'm going to pop open his armor like a can opener.

**Freddie:** I'm going to say,

**Glenn:** Hey man, cool it!

**Anthony:** [*laughing*] That's your catchphrase now?

**Freddie:** Yeah. Wisdom-saving throw of 14 to not be held gently by my spell.

**Anthony:** Okay. He fails. So what does Hold Person look like to you?

**Freddie:** Hold Person is me being like, "Hey, cool it!" And then the person doesn't move.

**Anthony:** Okay, great.

**Freddie:** They're kind of like, "Yeah..."

**Matt:** No emotion? Just...

**Anthony:** Yeah, he's struggling to get back up and then you say, "Hey, cool it!" And he just stops.

**Freddie:** It’s like— Unlike when someone says—Y’know, in an argument, you know the worst thing you'd say is to tell someone to calm down? It actually has worked for Glenn his whole life. Every time somebody's in an argument, he's like, "Hey man, calm down" and, instead of everyone being pissed, which is what always happens—

**Anthony:** That’s insane.

**Freddie:** It actually works. So, he's never known any other way.

**Will:** I refuse to believe this. I've been able to go along with every crazy fantasy thing that we've said on this podcast, but the idea of someone actually calming down when you tell them to calm down in an argument? I refuse to believe it.

**Anthony:** That's basically a superpower if that's true.

**Freddie:** It's just what Glenn's always known.

**Will:** What a rockstar. What an absolute legend.

**Freddie:** He's just like, "Nah, man." It's something about the shredded jeans, the generally cool demeanor, and the fact that, most of the time, he's probably baked out of his mind and the people he's talking to are also baked out of their mind?

**Will:** It feels like I can see Patrick Swayze in *Roadhouse* pulling that off. Being like, "Hey, calm down, my friend."

**Freddie:** There are those who have true calm-down energy.

**Anthony:** And apparently Glenn is one of them.

**Freddie:** And Glenn is one of them! He doesn't even know it. He's just like, "Hey man, cool it." And then it happens to work.

**Matt:** I feel like Glenn is one of those guys that the person would be like, "Are you fu..." and then walk away and he'd be like, "Yeah, they calmed down."

[*laughter*]

**Matt:** “They left the argument, it worked, they calmed down.”

**Anthony:** So, Hold Person, what does it specifically say? That he's just frozen in place?

**Freddie: “**A humanoid creature... Target must succeed on a Wisdom saving throw. At the end of its turns, the Target can make another Wisdom saving throw. On a success, the spell ends.” So you're paralyzed for the duration.

**Anthony:** Paralyzed. Okay, cool.

**Freddie:** Now, hang on, folks. I can hear you all screaming at your podcast players out there in radio-land. Glenn's also going to draw deep within his font of bardic wisdom and cast a bonus action. A little thing known as Bardic Inspiration.

**Anthony:** Alright. What does that do?

**Matt:** I swear, if this is amazing...

**Freddie:** So, for the first time on this *fucking* podcast, as a bonus action, “a creature other than me within 60 feet that can hear me gains an inspiration die, 1d8. For ten minutes, the creature can add it to one ability check, attack roll, or saving throw.”

**Matt:** Are you fucking kidding me?

[*laughter*]

**Matt:** You had that this whole time?

**Glenn:** You know, it's been inside you, the entire time, actually… Darryl…

**Matt:** Think about the number of times... You could have fixed digging through shit. You guys rolled like 1 away.

**Freddie:** Well, no, it has to be other than me, because I'm already...

**Matt:** Yeah, Ron.

**Will:** This is the perfect Glenn move because it’s this thing that he *could* have done for someone else that—

**Will and Matt:** [*at the same time*] —he didn't do.

**Anthony:** “Because it's not me! Why would I help somebody that's not me?”

**Will:** Yeah. It literally makes no sense for Glenn to pull this out.

**Matt:** This is insane.

**Will:** Yeah, this is like—

**Freddie:** To add a small thing to this one, Matt. Because you will be the beneficiary—

**Matt:** How often can he use it?

**Freddie:** [*chuckles nervously*] Three times per short rest.

**Matt:** Okay, good.

**Anthony:** That's every single time you do anything! That's so much!

**Matt:** You roll 8 to add to a roll? Man.

**Freddie:** You’ll love this one. “This can be added after seeing your roll, but before knowing the outcome.” So you can basically choose to drop in that 1d8.

**Anthony:** Holy shit. That's next level.

**Matt:** Shit. That's amazing.

**Will:** You know what it is? It's Glenn throws him a guitar pick, like in the crowd.

**Freddie:** Yeah, I flick a guitar pick to you and on it, it says, "It was in you all along" like printed on. I have custom-printed guitar picks—

**Anthony:** You have a pocket just fucking full of these goddamn guitar picks.

**Freddie:** Well, you know the jeans pockets, the little weird third pocket they have?

**Anthony:** Yeah. The one that’s not really a pocket?

**Freddie:** That's full, bulging full of custom Glenn Close Trio guitar picks that, on the other side, say, "It was inside you all along."

**Matt:** I grab it...

**Beth:** You always had the power to calm down.

**Matt:** I grab it out of midair and I go,

**Darryl:** Aww, thanks. This'll do.

**Matt:** And I start picking my teeth like, "I got something in my teeth," with the guitar pick.

**Beth:** Ooh, yikes, yuck yuck yuck.

**Anthony:** That's great. All right, it is your turn now.

**Matt:** Actually, really quick, is the armor magic?

**Anthony:** Yeah.

**Matt:** I got the axe.

**Will:** You got the Ward Cleaver, right? I was wondering about that.

**Matt:** So, I walk up to Cern. I go,

**Darryl:** Cern! Buddy, I know you're upset, man, but we can't do it this way. Sorry, I got to get you out of that armor, dude. We can talk through this.

**Anthony:** In what has become an, unfortunately, very familiar sight to you in the last few hours, he just looks up at you frozen and furious, his eye trying to communicate as much hatred as he possibly can while his body refuses to move at all.

**Darryl:** Hey, man, I know you got a lot of hate in your heart right now, but I forgive you for throwing that big rock. I'm sure you're not sorry for throwing it at me, but, anyways...

**Matt:** I want to break the armor without hurting him.

**Freddie:** You boop the armor. Roll for boop?

**Anthony:** Okay, so, because he is Prone and Paralyzed, any attacks against him have advantage.

**Matt:** Yeah.

**Anthony:** So, go ahead and just roll an attack on him with advantage.

**Matt:** I got a 22.

**Anthony:** Okay, so describe how you're going to cut him out of this thing.

**Matt:** Like a can of tuna. I'm going to—From probably… not his neck, probably his butt, crack open that butt.

[*giggles*]

**Beth:** Like a can of tuna?

**Anthony:** I'm so glad I asked.

**Matt:** All right. And then ratchet the axe back and forth, like a can of tuna, and then cut it straight down the middle.

**Will:** You always start at the asshole of the tuna can.

**Matt:** Just in case it goes too far. You know when they cut the cast off, I'm always afraid they're going to cut the person's arm. I don't want it to accidentally hit his neck. Worst case scenario, I cut his butt. That's not as bad as cutting the neck. So, I cut the butt and then I go up the—

**Anthony:** I should have been asking you guys to describe what you do from the very beginning of this podcast.

**Matt:** ... and I slice it down the middle and hopefully it pops open like...

**Beth:** The butt right down the middle?

**Freddie:** Because it's pre-cracked, Beth.

**Will:** The armor's butt.

**Beth:** Yeah, all butts are pre-cracked.

**Matt:** The armor's butt, up to his neck, and then, hopefully, it pops open like an oyster.

**Anthony:** That is exactly what happens with a 22. And there's like a [*sound effect*] and fucking steam comes out because this thing's so hot on the inside, and you see Cern's little lizard body, trying to move but it just fucking can't, and he's facing away from you so he can't even look at you angrily, because his face is down—

**Matt:** Can I pick him up?

**Anthony:** Go ahead and use your free action to pick him up because he is fucking...

**Matt:** I pick him up, and I hug him.

**Anthony:** And he's just,

**Cern:** [*seething, panting*]

**Matt:** And I go,

**Darryl:** I'm so sorry, buddy, I'm so sorry.

**Will:** So how are we doing the hit points on the armor? Because are we just saying that he just got him?

**Anthony:** Because it's magical, and he was using it like a magic item, it's a Ward—

**Will:** Oh, that's right, it's the Ward Cleaver.

**Matt:** Yeah. I like cleave magic...

**Anthony:** It's the Ward Cleaver, so you basically... Also, give me a Wisdom check to see if the Ward Cleaver breaks or not, because it's so powerful. We're going to do that for every good magical item. Rest in peace, visor of spelling stuff.

**Will:** The Reviser?

**Matt:** I'm assuming a 4 is going to break it?

**Anthony:** As the thing pops open like an oyster, as you so aptly described, the Ward Cleaver shatters in your hands as well, and it is now no more.

**Beth:** It's too booty-shaking for this world.

**Anthony:** And so, we're out of combat now, because he doesn't have his fucking armor any more. So, I'm going to restart that timer for the For Nights. All he's going to do is see if he can save against this shit. Okay, so he barely saves. He goes,

**Cern:** You motherfucker. God damn it! I knew I should... I even knew that you had the Ward Cleaver! I should have picked anything other…

[*laughter*]

I could have hired mercenaries, I could've learned magic. I thought 'Ah, this is a shortcut. I'll just use this and not have to learn magic' but fuck! Aw, God damn it. Fuck. Fuck you. Fuck!

**Darryl:** It's not your fault.

**Cern:** I know it's not my fault, it's your fault! You piece of shit!

**Ron:** Hey, Cern. Calm down.

[*laughter*]

**Matt:** Oh no.

**Anthony:** Roll Persuasion with disadvantage.

**Beth:** I Crit-failed.

[*laughter*]

**Matt:** Goddammit.

**Anthony:** His eyes literally go red as a blood vessel bursts in one his eyes and blood starts pooling into his fucking cornea. And he goes,

**Cern:** Don't you fucking tell me to calm down! You pieces of shit! You fucking decided it would be funny, I guess, to just throw a pyramid down at my fucking kid? Fuck you!

**Henry:** Whoa, whoa, whoa! Hey, hey, hey, hey.

**Darryl:** Cern, your kids would not want you to throw your life away.

**Cern:** It doesn't matter what my kids want anymore because they're dead!

**Darryl:** No, it does matter.

**Cern:** My kids don't want anything except to not be dead.

**Darryl:** Because you're a good person, Cern, and we didn't try to kill your kids. It was a tragic accident. We didn't do anything on purpose, and it's horrible that it happened, and we've done everything we can, trying to get out of this and through this, and look, I'm not mad at you for throwing that giant rock at me. I understand it, I'm just a little bit disappointed in you.

[*gasps*]

**Anthony:** Roll Persuasion.

**Matt:** That's a Natural 20.

**Freddie:** Woah!

**Will:** Woah!

**Matt:** That overcomes Beth's Nat 1.

**Anthony:** Yeah, so his blood vessel unbreaks. And when you say you're not mad, you're disappointed, his shoulders just slack and he goes limp in your fucking arms and he goes like,

**Cern:** Yeah. I'm disappointed too, because I should've been there. I should've been around to save them but I wasn't. I was busy trying to help Boreanaz summon The Doodler, and now my kids are dead. So, that's on me. That's on me.

**Darryl:** Cern, it wasn't... There's nothing I'm going to say that's not going to make you stop blaming yourself, but, as a parent, we just do the best that we can, and you were doing what you thought was right, and your kids were in the wrong place at the wrong time. It's horrible what happened. But the last thing they'd want is you throwing your life away on this stupid game and killing some people who will help you. You know, in this crazy world, we've done a lot of crazy stuff. And out of everybody we've met, you're probably the only one I would call a friend.

**Anthony:** About fifty miles away, Paeden's like,

**Paeden:** Hey, what?

[*ohhs and laughter*]

**Anthony:** And he takes a d—

**Darryl:** There's some people I've met that I'd consider like a son!

**Anthony:** About five feet away, Grant goes,

**Grant:** Wait, what?

[*laughter*]

**Ron:** Hey, Cer—Lizardboy Scales Mcstuffins, I just want to say that, you know, sometimes people die, and they can't, maybe see you doing good things, but that doesn't mean that you're not doing good things, and you can make them proud even when they're not there to see it. You can do really cool things with stilts and um, you can sing really good, and even if he's not there to say, “good job, son,” then that doesn't mean that you're not doing a really good job and becoming a celebrity.

**Anthony:** All right, roll Persuasion.

**Beth:** I got a 1 again. This is really devastating.

**Will:** I don't understand what is happening with our dice.

**Darryl:** It's okay, Ron, get in here, give him a hug. Group hug.

**Anthony:** Just so you guys know, mechanically, what's going on: it's very similar to what happened when you tried to convince Terry Jr. So he's got wins and losses. Right now, you have two out of five successes for convincing him to basically not kill you, and with two natural 1s, he's exactly one failure away from basically being unreachable.

**Ron:** Then we got to do a group hug. We got to do a dad mech dad-bod hug.

**Darryl:** It's like one at a time, Ron, are you coming in for this hug?

**Ron:** I'm coming in.

**Freddie:** So, while we're all huddled around, Glenn pulls out his acoustic guitar of indeterminate origin and just slowly, mournfully, starts strumming *Hallelujah* by Leonard Cohen. So, that's going to give Henry, specifically, big Leonard Cohen fan over there, deep founts of Bardic Inspiration. So, that's the second time I've cast it now. See?

**Anthony:** Making up for lost time.

**Freddie:** It's like unkinking a hose.

**Beth:** Should Ron sing it since... Nothing has gotten to Cern other than Ron's singing.

**Will:**.Oh shit, yes. That's very good.

**Anthony:** That’s so good. If you do that, I will let you roll Performance with advantage to reach him.

**Matt:** We still need three more things.

**Henry:** Cern, there's nothing we can say or do to bring your kids back and what happened was the most senseless tragedy I can imagine a father going through. You know, as fathers ourselves, to lose your child, to lose two children... I have two boys myself, and if I had to lose them and go through what you did I don't think I could hold myself together. So, from the bottom of our hearts, we apologize, we love you, and we would like to show you that we love you by giving you a big group hug. That always makes me feel better, and I'm hoping it'll make you feel better too.

**Ron:** Henry, you're right. There's nothing that we can say to make it better. But, maybe, just maybe, there's something we could sing.

**Anthony:** Both of you roll Performance with advantage. Oh, he's never heard you play guitar, because you were on the other team.

**Freddie:** That's true, but I'm good at performances though.

**Beth:** I got an 18.

**Freddie:** So, that's 15, but I have a +9 performance so that's a 24...

**Anthony:** [*under his breath*] Jesus...

**Freddie:** Yeah, man, that's my whole gig!

**Anthony:** The bard!

**Will:** Do I roll for Persuasion for my thing?

**Anthony:** Well, first I'm going to roll to see if the music affects him because that will be a point on its own.

**Will:** Okay.

**Freddie:** Power of music, baby.

**Anthony:** All right, so it does. As your guitar begins to spool up and as he hears the dulcet chords of Ron's dual—

**Freddie:** You know, the fourth, the fifth, the minor fall, the major lift…

[*laughter*]

**Anthony:** You didn't have him at the fourth, but when you got to the fifth, he was like, "Aw, shit."

**Beth:** Oh, man.

**Anthony:** Okay, so that works. Okay, now go ahead.

**Will:** I'm coming in for the big group hug. Here we go.

**Freddie:** Remember that you have an extra 1d8 that you can use.

**Will:** 15.

**Anthony:** So, you can choose, before I tell you what the result is, to add the d8 or not.

**Will:** That's with the d8.

**Anthony:** That's with the d8?

**Will:** That's with the d8.

[*long dramatic pause*]

**Anthony:** No, no. It's fine. I was bluffing. He rolled a 14, I was bluffing.

**Freddie:** Ohhhhhh!

**Will:** Oh my god, for real?

**Anthony:** Yeah. Okay, so you come in for the hug, and he begins to resist against it, but then... just the force of your body... Just sort of like, he just goes limp inside of you, but you can still feel his muscles are a little bit tense.

[*Beth laughs*]

**Anthony:** He's not trying to push you away.

**Freddie:** [*to Beth*] Yeah I heard that top.

**Beth:** Sorry.

**Anthony:** Yes, he's rock hard. So, right now, where you stand is: you have one victory left or one failure left. Whatever the next thing you do is determines how this turns out.

**Will:** Do you want to go in with a big Darryl Willson handshake? Like the beef is quashed.

**Anthony:** You've got him in the hug position, now take us home.

**Matt:** So, all three of us are hugging him...

**Glenn:** Darryl, sweep the leg.

**Anthony:** And you just snap his neck.

**Freddie:** [*laughing*] That’d be so dark!

**Beth:** Give him finger guns and wink.

**Matt:** I open my arms to let Henry in and I hug Cern really tight. I go:

**Darryl:** There's a lot of anger in there, man. You just have to let it out. Trust me, you just got to let it out, man. I'm sorry and we all love you. Just let it out.

**Anthony:** Okay, give me the roll.

**Freddie:** Just a straight Persuasion.

**Matt:** A 15?

[*dramatic pause*]

**Anthony:** Okay. [*pauses*] He bursts into tears. Tears just stream down his face and whatever resistance he was putting up just goes away, and he just keeps saying:

**Cern:** They're gone. I wish they weren't.

**Anthony:** Stuff that— you know, when people are really mourning, they don't say things that are particularly eloquent, and he just keeps repeating them over and over and over again as you hug him tighter to your body and your shirt begins to get wet from his Lizardboy Scales McStuffins tears.

**Matt:** And Darryl's tears start wetting his shirt, as he is now also weeping.

**Anthony:** And as you are crying, holding Lizardboy Scales McStuffins or Cern, as he's crying, you can hear footsteps behind you, and if you were to turn around, you would see Yeet Bigly and Killa DeMall and your son, Grant.

**Freddie:** So, two sets of footsteps and, like, trucks.

**Anthony:** Yeah, the trucks of wheels going through grass, or just the guy constantly ollie-ing everywhere he goes, and Grant is looking at this with utter perplexion. His eyes are beginning to tear up, and he looks confused, like he doesn't know why, and he's just like,

**Grant:** What is... Dad, what's going on?

**Matt:** I turn to Grant with, obviously, big tears in my eyes, and I go,

**Darryl:** Come here, buddy.

**Anthony:** And, yeah, he does. He still looks very confused, but he walks toward you.

**Matt:** I give him a big hug.

**Darryl:** This is Cern or Lizardboy McStuffins. He was a good friend of ours. At the beginning of this trip, he helped us through a lot, but um, his two children passed away, and... We were trying to escape and a tragedy happened, and part of what we did, unfortunately, caused his kids to die, and...

**Grant:** You killed his kids?

**Darryl:** Indirectly, yeah. We did, we were fighting monsters, and we did a big spell that, unfortunately, killed his kids also, and... Uh, yeah, we've been through a lot.

**Anthony:** Grant looks at Cern and he goes,

**Grant:** I'm really sorry.

**Anthony:** And Cern just keeps crying because that isn't going to stop anytime soon. Grant looks at you and he says,

**Grant:** I'm sorry. I'm really sorry.

**Darryl:** That's okay, kiddo, you know. Stuff like this happens, especially in...

**Anthony:** He looks and sees you crying and he's like,

**Grant:** It's okay for it to not be okay...

**Darryl:** No, it's definitely, not...

**Grant:** I've never seen you cry before.

**Darryl:** Oh... Even *Rudy*?

[*laughter*]

**Beth:** Oh my God.

**Anthony:** He goes,

**Grant**: You know what, I forgot about *Rudy*. You're right. Yeah. I forgot about *Rudy*. Yeah.

**Darryl:** Yeah. The little guy just... The whole team lets him in at the last second, y’know? It's not about winning in, it's just...

**Beth:** Ron wasn't crying, but then he hears... he thought about Rudy and started crying.

**Anthony:** He goes,

**Grant:** Yeah, I looked up that movie on Wikipedia. It was a little bit less heroic... but yeah, no yeah. You're right. You did. But it's okay. Do you want to talk about... because you killed...

**Darryl:** Grant, I definitely want to talk. The only reason I don't know about talking about *everything* is...How much—Is there a timer up around here, Grant? How much time do we have before...

**Anthony:** Oops, I had my computer muted. As you open your mouth to respond to that, you hear the voice of Will Campos doing the Greg Proops guy.

**Goofo**: Hey, For Knight players! It's your buddy, Goofo McBoofo again. The flies are starting to swarm around my brother Greg's corpse, but I've got some news for you that's been buzzing around. If you're in the haberdashery, you might want to *dash* on out of there because you've got a big old hat-full of poison! They sell other stuff besides hats, right? I wasn't really clear on what we decided haberdasheries were full of. Maybe it's a last chance blowout sale if you want to pick up some clothes before you make your dash out of there!

[*advertisements*]

**Anthony:** Okay, so now I'm starting a new 15-minute timer until this place fills with poison. Grant turns back to you to speak again, but then you hear the beating of wings, and as you follow the noise, you see an owl, a magpie, and a crow…

[*music from The Witch is Dead plays in the background*]

**Freddie:** Fuck off.

**Will:** [*yelling*] What?

**Anthony:** ... sort of flying in from the distance.

**Freddie:** Fuck off.

**Anthony:** And they're all holding a bunch of leaves in their talons. They all stop in front of you, and they drop the leaves on the ground. As you're looking, the leaves begin to arrange themselves and animate and you see, as if it was drawn by leaves, like pointillism. You see Erin O’Neil’s visage staring back at you and—

**Beth:** Oh, I get it. It's like the owl and stuff...

**Will:** Yeah, from “The Witch is Dead!”

**Beth:** Oh my gosh!

**Anthony:** You were saving Erin O’Neil.

**Beth:** This is fabulous.

**Will:** What a twist.

**Matt:** Oh, that's why you guys were all... because I wasn't in that. I was like, "Ha ha, I get this reference. What reference, exactly?"

**Beth:** Clearly, I didn't either, so...

**Freddie:** If you're wondering what the heck we're talking about: Last month's monthly bonus of indeterminate content for ten dollar and up patrons was we played a Grant Howitt one-shot called "The Witch is Dead" where Will, Beth and I played the birds, who just flew in here and were... Apparently, the witch we revived was, canonically, Erin O’Neil.

**Will:** If you'd like to be less like Matt, and more like the rest of us, become a Patreon subscriber, and you can listen to the bonus episode “The Witch is Dead.”

**Matt:** See, Matt was lame and hasn't paid for Patreon, so he could’t hear this— so he wasn't even got to be a part of the one-shot.

**Anthony:** And I have to shout out to our fans in the Discord, in the community Discord. It was their idea that the witch be Erin O’Neil and that was such a cool idea, I thought it would be fun to go with.

**Will:** Very cool.

**Anthony:** The two-dimensional leaf version of Erin O’Neil goes,

**Erin:** Hey, guys, what's going... how are you doing? Are you okay?

**Glenn:** Ah, the Time of Faces spell.

**Erin:** It's my FaceTime spell.

**Darryl:** No. I mean, we're alive, so that's good, but we're not doing super great. A lot has been going on.

**Henry:** Crazy shit, Erin. We found Grant. We found Darryl's kid, but we've only got a couple of hours left before some other FaceTime has to happen, vis-a-vis dinner...

**Ron:** That's face-skin time, yeah.

**Henry:** Yeah.

**Darryl:** Grant... I think he's kind of figured it out, but if he doesn't—Grant, you should know what's going on. There was a blood pact that was made when we went to the guy who enslaved you and your friends and he tricked us into a blood pact that, when we found you... that's why we went for you last, son. It wasn't because we still hadn't figured out what to do but... We have twenty-four hours since we saw you to... Again, this is not going to happen. We have twenty-four hours to...

**Ron:** Eat your face.

**Darryl:** It's either that or we all die, and, believe me, the four of us will die before we kill you, but we only got a few more hours to figure this out.

**Anthony:** So, Grant looks at you with just shock on his face. Then he's like,

**Grant:** Did you find the other kids? Where are the other kids?

**Henry:** It's a long story, Grant. We'll get into it in a second, but we really do need to figure out how the heck we're going to get out of here.

**Anthony:** Okay, so Erin says,

**Erin:** Yeah, that's why I wanted to talk to you. I need to lay out all the options that you have because I can't decide this for you, but it could get real, real bad. So, I just want to reiterate, so that everybody knows what's at stake here.

**Darryl:** Thanks, Erin.

**Anthony:** I, Erin O’Neil, this character. So, Erin says,

**Erin:** To reiterate, the confines of this spell basically say that you are going to eat your kid's skin, so if he's not a kid anymore, if he becomes a man or changes fundamentally in some way, if some element of who he is changes such that you look at him and go 'Ooh, that's not my son anymore,' or 'Oh, that's a man,' or something like that, maybe that'll count and you won't have to do it, and the blood pact—

**Darryl:** Like he becomes a Packers fan?

[*laughter*]

**Anthony:** Grant pats you on the shoulder and says,

**Grant:** I will never be a Packers fan. Don't you worry about that, father.

**Erin:** If you don't do that, and the time runs up, and you haven't eaten his flesh, then all four of you are going to die. There's no other way I can put it. Your hearts are going to stop, and you will die, and I don't know what happens to you after that point.

**Ron:** None of us do.

**Darryl:** Well, we go to heaven.

**Ron:** Yeah, I mean, well...

**Anthony:** Erin's like, "ahh..." and the birds are like "ooh..."

**Will:** And Henry's like, "Ehh?"

[*laughter*]

**Anthony:** Yeah, because if you've listened to “The Witch is Dead,” Erin has been dead...

**Will:** Or if you've read the books of Christopher Hitchens like Henry has.

**Henry:** Darryl, my friend, let me introduce you to the *Blind Watchmaker*.

**Anthony:** And Erin says,

**Erin:** Okay. Also, there's the Deck of Many Things, right? You can also try to draw from the Deck of Many Things because there's a specific card in there called the Fates that, if you draw that card, you can undo, basically, any event as if it never happened. So you can undo the fact that you signed the blood pact in the first place, but the Deck of Many Things is also really, really, really rowdy, and there are insane-ass things in the Deck of Many Things that could happen. So if you guys end up in the top five of For Knights, then you'll get the Deck of Many Things, essentially.

**Henry:** Well, we have to survive For Knights first, regardless, right? Don't we have to get out of here and not die? Isn't that kind of priority one, still?

**Glenn:** How many people are even left?

**Henry:** Yeah, how much...

**Glenn:** We got three groups right here.

**Darryl:** How much time will we have after we win For Knights?

**Anthony:** So, if you win For Knights, you will have exactly thirty minutes.

[*Will makes strained noise*]

**Ron:** Well, can we just brainstorm ways that Grant could not be himself anymore like becoming a Packers fan, which I don't approve of, but still an option, and then, you know, as—

**Cern:** Has he killed anyone?

**Anthony:** You see Cern looking up from the group, tears beginning to dry on his cheeks, and he says,

**Cern:** Has he killed anyone?

**Darryl:** No, he hasn't. That definitely— It does change you…

**Ron:** To be fair, there's some Packers fans that have not killed people.

[*laughter*]

**Anthony:** Cern says,

**Cern:** He could kill somebody.

**Glenn:** That seems like a little too much.

**Henry:** [*makes noises of disapproval*]

**Ron:** Who were you thinking about, Cern?

**Cern:** I feel like he would basically just be punching a ticket that was going to get punched anyway.

**Glenn:** Man, that's dark.

**Henry:** Whoa. For real, Cern? No. Well, that's not happening.

**Darryl:** Wait, they don't mean you...

**Cern:** I don't... Well, you guys are nice, but I can't keep doing this. This is... I had them to live for, and then I had being in your Wookie life debt to live for, and then I had killing you to live for, and now I got fucking nothing.

**Darryl:** Cern, I can't...

**Ron:** Cern, you can still live to kill us.

[*laugher*]

**Anthony:** He goes,

**Cern:** I never quite got you.

**Darryl:** Cern, I can't give you something to live for, buddy, but we're not going to kill you, and I just know that, personally, I could use you around right now.

**Cern:** Okay.

**Darryl:** All right. Quick dad huddle! Quick dad huddle!

**Henry:** Dad huddle!

**Darryl:** Okay, guys. So, I guess Grant killing somebody is definitely an option. It doesn't seem like the best option, but I don't know if that's any more or less traumatizing than watching all four of us dying in front of him.

**Henry:** Yeah, I'm not crazy on the making your thirteen year-old son kill a man.

**Glenn:** Yeah, man. That's like some *Conan the Barbarian* shit, man.

**Darryl:** Falling in love is one thing, but telling somebody you love them, I know for me personally, was a big defining moment in my life, when I finally told Carol how I feel.

**Ron:** What about saving a life? Like, you know— If he's going to be so changed about killing someone, what about saving someone?

**Darryl:** I don't know if we can construct a way for him to save somebody and it be real.

**Ron:** What if I fall down and I'm like, "Oh, save me!"

[*laughter*]

**Darryl:** What I’m getting at was—

**Will:** [*continues to laugh*] Oh I got light-headed.

**Darryl:** This may not work, but it's better than what... What I was going to say is: it's pretty clear to me that Grant likes that Yeet Bigly kid.

**Henry:** You know, I was picking up on a vibe between the two of them, too!

**Darryl:** Yeah, I don't know, maybe it's a little weird to, you know, kind of, 'love blooms on the battlefield' and all that, but that can be a thing that... Maybe he talks to Yeet and...

**Freddie:** Canonically, all the dads have played and love *Metal Gear Solid*.

**Matt:** Oh, yeah. Absolutely.

**Darryl:** So, maybe he talks to Yeet Bigly, and...

**Ron:** So, you're saying we could make like Amazon and ship it.

[*Freddie laughs*]

**Anthony:** Ron’s like, twenty-one.

**Darryl:** Yeah. I think it could be great. Grant's really introverted, and like I met— he's in 8th grade, but I met Carol in high school, so it's not that far apart. I'm not saying they're getting married or anything, necessarily. But he can at least tell the kid that he likes him, and, I don't know...

**Glenn:** I don't know if that's enough, man.

**Henry:** I'm worried that it wouldn't be enough to, like, how do we— is there any— Hey, Erin?

**Erin:** Yeah?

**Henry:** Do we know if the curse is broken, once it's broken?

**Glenn:** Yeah is there a mood ring or something he could be wearing?

**Darryl:** Like a big *ding* sound?

**Erin:** Yes, yes. The paper that you have, the one with the image of him screaming in agony forever? That will just incinerate instantly.

**Darryl:** Oh. So, we can just try things.

**Erin:** Yeah, absolutely.

**Anthony:** Poison begins to stream out of the ground beneath you guys.

**Will:** Oh shit, um—

**Anthony:** It's just happening, so everybody roll a d6 and take that much damage. You chatted for fifteen minutes.

**Matt:** I took a lot.

**Freddie:** Glenn saw Poison in concert, so he actually took 2 damage.

**Matt:** I took a 6.

**Will:** I got a 6, too.

**Beth:** I got a 5.

**Anthony:** Grant takes a 6, and he begins to cough.

**Grant:** We gotta go!

**Freddie:** You know what it is? Glenn has smoked so many substances that he's like, "All right." The lungs are just so charred at this point. It's just 2 damage.

**Matt:** Darryl's running wherever, I don't know how quick Anthony's taking...

**Will:** Let's go! Let's go! Let's go!

**Anthony:** You can either normally run and take another d6 of damage or you can sprint and, almost certainly, give away your position, but not have to take the extra d6 of damage.

**Beth:** Can I see if I can grab a few t-shirts to put over our faces?

**Anthony:** Yeah, why don't you make an Investigation roll?

**Beth:** [*laughing*] 4.

**Anthony:** No, take another d6 of damage because you were searching.

**Ron:** Grant, save me!

[*laughter*]

**Matt:** I'm picking up Grant and running.

**Anthony:** Okay.

**Will:** Yeah, I'm going to need to sprint. I have 15 health.

**Matt:** Yeah, I'm sprinting.

**Will:** Let's sprint.

**Freddie:** I'm just going to take a light jog, I'm doing the regular one. I'm going to—

**Beth:** I sprint.

**Anthony:** Take another d6, then. D-sex.

**Beth:** D-sex. D-sex, wow.

**Matt:** D-sex.

**Freddie:** Another 3 damage. Man, this is great. Glenn's like,

**Glenn:** Hey, you know what, this kind of has got a cool, incense-y smell to it.

**Anthony:** Okay, you come back to zone G, once again. When you were here last time, you saw two combatants fighting. One of them is dead now. All of you guys represent three of the remaining factions. So, there's the Hotties, there's the Doodlers, and there's Cern. So, that's three factions. You come back...

**Freddie:** Pacific Cern.

**Anthony:** Pacific Cern. As you come back to the tavern...

**Will:** Pac Cern, if you will.

[*Freddie laughs*]

**Beth:** Wow.

**Anthony:** Holy shit. Wheels within wheels.

**Freddie:** Baby, yes. Air high-fives all the way over to Will, love it.

**Anthony:** When you come back here, you see a... what the fuck is a Githzerai? What do they look like?

**Will:** A Dothraki?

**Matt:** It's like a little furry rat. They're very cute, they don't do any damage.

**Anthony:** Is that what they really... no, no.

**Freddie:** Small, insect-like creatures about the size of your palm.

**Matt:** They're like big, fluffy hearts.

**Beth:** A Mogwai.

**Matt:** Yeah.

**Anthony:** Oh, wow. Oh, they're cool-looking. So, you basically see a guy floating in the air with his legs crossed...

**Will:** [*gasps*] A Lakitu!

**Anthony:** ... He's doing fucking a zen pose and shit. Then he's got these really long elvish ears.

**Freddie:** So, we see Zenyatta.

**Matt:** And he's throwing spiky balls down...

**Anthony:** He's kind of Zenyatta-ish, actually, but he's like Zenyatta crossed with Shang Tsung.

**Beth:** So, Zendaya.

**Anthony:** Zendaya, yes. You see Zendaya. You see him, basically, fighting a chimera, which looks exactly the way you've seen them in myth and stuff. It's got three heads: one's a lion, one's a ram, one's a dragon...

**Will:** He's fighting the virus from *Mission Impossible 2*, Chimera?

**Freddie:** Chimera? Perhaps you...

**Will:** Quick! I cast Bellerophon!

**Anthony:** Oh god.

**Freddie:** Will Campos is on fire tonight!

**Anthony:** This is the first time in human history that somebody has made that specific a reference to *Mission Impossible 2*, and that includes Tom Cruise and John Woo. Okay, so I'm going to...

**Will:** Anthony, Would it make you feel better if I didn't want you to do this?

**Freddie:** Then feel better!

**Anthony:** God. So, they definitely noticed you guys come in...

**Matt:** They're fighting.

**Anthony:** ... but they are fighting, so I'm going to...

**Matt:** So, I'm going to act as weak as possible. I'm going to be like "Oh ho! Hey, buddies!" And then do nothing.

**Anthony:** Okay, go ahead and roll an Intimidation and try to fail.

**Will:** Can you just do like a bluff? Does there— Deception. There's Deception, yeah.

**Anthony:** Is there bluffing? Oh, Deception. Oh, yeah, sorry. Do Deception.

**Matt:** I want to make it to be like, "I'll take care of this big guy, then I'll clean these dudes up." Like when we're playing *Apex*.

**Will:** Or we could fake that we're dying, when we get through the...

**Matt:** I got 11.

**Anthony:** So, he can tell that you are all pretty fucking strong, but if you do the math, this is five teams, in this location, right here, right now.

**Matt:** Yeah.

**Will:** Oh, wait.

**Anthony:** He sort of looks at you five, and he looks at the chimera he's fighting, and then he pushes the chimera away and then just starts to build a tower out of stone around himself. I'm going to start another timer, and it's going to be basically fifteen minutes, and then once that's up, then you'll have survived For Knights.

**Matt:** Could we build a stone tower around us?

**Anthony:** Yeah, absolutely.

**Will:** Should we build a stone tower?

**Matt:** Let's build a stone tower around us.

**Will:** It's that build strat time.

**Matt:** I'm ready to build.

**Anthony:** Okay, what are you going to build out of? Stone, wood?

**Matt:** Stone. That’s why we— I was planning on that stone. I want to get that nice stone structure.

**Will:** Stone to start.

**Anthony:** Okay.

**Matt:** We're like three stories up, and then we got little poke holes.

**Freddie:** We have twenty stone.

**Matt:** And twenty stone, so how...

**Anthony:** You have twenty stone.

**Matt:** We use all the stone to reinforce it to make it as strong as possible.

**Anthony:** Okay, so tower’s thirty stone. So, you can make two floors of a tower.

**Matt:** Okay. I'll make two floors of a tower.

**Freddie:** And then the rest in wood? We have twenty stone and forty-eight wood.

**Matt:** Sure, we make the bottom floors of stone and then we do a little wood... nice balcony on top that we can sit at.

**Anthony:** And, also, when you guys ran the big collection of leaves sort of went with you and Erin O’Neil is like,

**Erin:** You guys are building stuff out of wood? [*pause*] Nah, I'm just kidding. I'm kidding. I'm kidding. I'm kidding. I'm kidding.

**Darryl:** Now's not the time!

**Erin:** It's magical wood, it's not real wood, it just behaves the way people think wood should. It's fine. We're good.

**Anthony:** Each of you is going to... I guess, spend your turn, in this moment, building a tower together?

**Matt:** Yes.

**Will:** Well, sure.

**Beth:** Sure.

**Anthony:** So, we'll just say that happens, then, instantly.

**Freddie:** I'm sauntering up late to the party because I was just taking a light jog.

**Anthony:** Right. The Hotties were, basically,

**Hotties:** Yeah. Building is a very good strat, at this point. I feel like we still kind of just want to hide because it's still not really our problem, I guess? Although—

**Will:** Lazy teens!

**Hotties:** Wait, Grant. Grant's gotta die? That fucking...

**Anthony:** Yeet's like,

**Yeet:** Man, that sucks! That would be so bad, if you died. You sure you won't want to kill somebody?

**Anthony:** Killa's like,

**Killa:** You should absolutely kill somebody. Killing somebody is, like, the best. It's one of my favorite things. It's way easier than you think it is, and it gets easier the more that you do it.

**Anthony:** And Yeet Bigly...

**Darryl:** I don't if I like these kids with Grant...

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

**Yeet:** I don't know about that. I'm glad that she does because I'm alive because of her, but I don't know about that, man. I don't know if Grant...

**Matt:** I don't know. Now I'm liking this Yeet Bigly character.

**Anthony:** And Grant is like,

**Grant:** I don't know, either. It's like I'm torn between these two competing viewpoints and my dad. Well, maybe we'll just see how this rolls out after For Knights is done. If there's one thing my dad's taught me, it's that we can always talk about it later.

**Matt:** And then, when we get to the top, I go,

**Darryl:** Hey! Congrats, everybody. Hell of a game! All five of us, we won. Congrats!

**Anthony:** So, the chimera is, unfortunately, not intelligent enough to have that conversation. So, it's going to try to destroy your tower. The Chimera multi-attacks. So, it gets three attacks: one with its bites, one with its horns, and one with its claws.

**Anthony:** So, the chimera is going to attack the base of your stone thing. First attack is going to... miss. He tries to bite at the stone, but it's just too strong and he just goes [*makes oww noise*] His little lion teeth hurt. He's going to try ram it with his horns, and that definitely hits, and then he does...

**Anthony:** There's a crack in the foundation of the stone tower, but it's not enough to fully break. And then, with this third attack, he's going to use his dragon's claws, and that's going to hit. He basically knocks out one of the three support pillars that give your tower its stability.

**Will:** Give me the sword!

**Matt:** Wait...

**Henry:** The Dimedone sword. We're going to brace the building with the Demi-sword. Just give me the sword.

**Matt:** I’m good.

**Anthony:** Oh shit. That's great.

**Darryl:** I know... Guys, I have a thought. Quick story.

**Will:** Okay, what... It's a building and he just punched the thing out!

**Ron:** We need three! We need three stories!

**Darryl:** Do that... No! But we need... I think we can save Grant.

**Henry:** Okay. Okay.

**Darryl:** When I was about Grant's age, for thanksgiving, my dad had me shoot a turkey.

**Henry:** Oh my— [*gasps*]

**Darryl:** He said, "If we're going to have a thanksgiving dinner, I think it's about time, if we're going to eat meat, you should know where your food comes from," and he gave me the gun and I shot the turkey, and I was so nervous. I wasn't very good at it, and it fell to the floor and I watched it sitting there, gasping for breath and dying, and I remember watching the turkey breathing and moving, and my dad put his hand on my shoulder and he said, "Don't let it suffer." And I shot it again and I watched it...

Yeah, I watched it die, and I did that, and it was a lot. It definitely changed me. I think it's one of the first times I think, as a kid, I did something that I knew I could never take back, and I took something away. It was a lot, and I still think about it. Honestly, I haven't gone hunting since. It's just not for me. So…

Anyways, maybe the chimera is like Grant's turkey. Here's what I think we got to do. We have the stone. I climb the Chimera's neck. He warps to me, gets on top of his head, and stabs it, and kills the chimera.

**Beth:** Whoa.

**Freddie:** And you have to teach him the importance of where food comes and the circle of life and death.

**Matt:** Yes, and we're going to grill that bad boy and give it to everybody else who won this game with us!

**Beth:** Yes.

**Will:** Whoa! You're going to grill down with your boy?

**Darryl:** I think we've got to take this thing out, and... I can't take Grant out of danger forever. I think we got to let him join the battle.

**Ron:** Yeah. He protec, he attac, but he also big tac.

**Henry:** Let's go for it!

**Freddie:** So, here's the thing. I'm not in the tower. I showed up late because you guys came and built... but I can play the guitar to distract the heads, giving you a chance to jump on it.

**Darryl:** There we go.

**Matt:** All right, so I go down to Grant.

**Grant:** Okay. What's going on, what are we doing?

**Matt:** I go,

**Darryl:** Grant, look buddy. I told you the story of Grandpa teaching me how to hunt like a thousand times.

**Grant:** Yeah.

**Darryl:** Way too many times. Every thanksgiving.

**Grant:** I felt like the moral was that you didn't like it that much.

**Darryl:** I didn't. I didn't. But you know what? It was an important lesson about where we get our food. And all this is exactly the same...

**Grant:** I was thinking about going vegetarian.

**Darryl:** I know, but you... As I've told you, this is a very dangerous situation. Your dad and his friends could die and you could die too, and I think... Son, can you help me? I need your help with this.

**Grant:** Okay. Yeah.

**Darryl:** I need your help.

**Grant:** Yes.

**Darryl:** Here's an axe. You're strong, you can swing this.

**Grant:** Holy shit. You're giving me an axe? Okay.

**Darryl:** And you have that stone that you can teleport.

**Grant:** Yeah.

**Darryl:** I'm going to get on that Chimera, and when it's time...

**Grant:** You're looking really bad. Are you sure?

**Darryl:** No, I'm not sure, but we got to do something. And, when I'm up there, I'm going to give you the old Doodler cry.

**Grant:** All right.

**Darryl:** And you're going to get up there and do that final swing... And you know what? If we do it, we're going to grill some chimera burgers.

**Grant:** Okay.

**Darryl:** You like burgers? Double cheese?

**Grant:** I was trying to convince myself I didn't because it's not sustainable, economically...

**Darryl:** Yo, Yeet Bigly, you want some burgers after this?

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

**Yeet:** Fuck yeah, I do!

**Anthony:** And Grant is like,

**Grant:** I would love some burgers. Burgers sound great.

**Darryl:** All right, kid.

**Will:** So, Henry grabs the Dimedone sword, and he's going to brace it against the building to give us a third pillar.

**Anthony:** That's fantastic. Yeah. You, basically, have healed the pillar of damage done to the tower, so you've bought yourself some more time. That's awesome.

**Beth:** [*singing*] We built this tower on Dimedone.

**Anthony:** Okay, so tell me what you're doing next, folks.

**Freddie:** Oh, I think it's time. I'll go pull out The Battleaxe of Hatred, which gives me advantage on my Performance checks. Sick, distorted sounds play.

[*“Walk This Way” by Aerosmith guitar starts*]

**Freddie:** *Walk This Way* by Aerosmith. And, as I start wailing at the chimera, I go "Walk this way! Walk this way!"

**Anthony:** Okay go ahead, roll Performance with advantage.

**Freddie:** So, that was 24, with my +9 on Performance...

**Anthony:** Holy shit.

**Freddie:** ... And now I need to roll to see if this thing breaks and unleashes a demon.

**Will:** It's going to be just like the phones.

**Freddie:** That's a 13, so we're good for now.

**Anthony:** So you're good for now, yeah. You, basically, just have to not roll a 2 from now on.

**Freddie:** Okay.

**Anthony:** So, as the sweet, sweet licks of Aerosmith sail through the Forgotten Realms' air, and into the ears, and the ears, and the ears of the chimera, it turns at you and snarls and just fucking charges at you... Everybody's taken a turn, correct?

**Beth:** I haven't.

**Anthony:** Okay, go ahead.

**Beth:** I honestly think I'll just hang out with Cern.

**Anthony:** Perfect.

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

**Beth:** I try to put my arm around him.

[*laughter*]

**Anthony:** Cern kind of moves to the side. Just dodges the arm. He's like,

**Cern:** I don't...

**Beth:** I nod stoically.

**Anthony:** You're going to get multi-attacked, Glenn. Get ready for it. So, he tries to bite at you with his lion fangs and it's just... complete whiff. And then he's going to try and speed up a little bit, ram you with the horns. Okay, so he's going to do... whoa! Max damage. He does 16 damage to you...

**Freddie:** [*makes grunt of pain*] I'll try to...

**Anthony:** And then he's going to try and swipe at you with his dragon-y claws. Aw, there's so many Natural 20s in this episode!

**Will:** Oh shit.

**Anthony:** And, with the claw, he does...

**Matt:** You're going to get knocked out.

[*dice rolled multiple times*]

**Freddie:** Jesus.

**Beth:** Oh my god.

**Anthony:** 14 damage.

[*Freddie makes distorted grunt in reverb*]

**Matt:** How much HP do you have?

**Freddie:** That takes me from 10 to negative 4.

**Will:** Oh fuck!

**Anthony:** Oh shit. Okay. So, you are knocked down.

**Matt:** This is the first time that's happened.

**Freddie:** I'm in Death Save world, now.

**Anthony:** Yeah, you're going to have to do some Death Saves.

**Will:** We quick-saved right before this battle, right?

**Anthony:** So, because you are down, “if you have 0 hit points, the best way to save a creature with 0 hit points is to heal it. If healing is unavailable, the creature can be stabilized with a Wisdom Medicine check. Whenever you start your turn with 0 hit points, you have to make a Death Saving throw to determine whether you creep closer or further from away from death, and you just got to get a 10 or higher. And you need three successes to stabilize, and if you get three failures, you die.”

**Freddie:** Ooh, baby.

**Anthony:** Okay, so now, I feel like— this feels pretty much like combat, now that one of you all got knocked out, so let's go ahead and roll Initiative again, please.

**Matt:** 19.

**Will:** I got a 3.

**Beth:** I got a 4.

**Freddie:** Matt, you haven't thought your thing all the way through.

**Matt:** What?

**Freddie:** Grant's not going to be able to one-hit this guy.

**Matt:** Well, we're going to hit him too. If he doesn't look like he's bad, then he won't warp and attack...You didn't think it through by not going inside the tower.

**Freddie:** Wow.

**Anthony:** Don’t start blaming each other. Don't turn on each other, this is just what the chimera wants! Freddie, what was your Initiative?

**Freddie:** 19

**Anthony:** 19. Oh wow. Okay. So...

**Freddie:** I kind of don't want high Initiative, in this...

**Anthony:** You don't, unfortunately, but you tied with Matt, so we'll say Matt goes first. Okay, so now we are in combat. Matt, it is your turn, and we're going to say that Grant, basically, is a bonus action on your turn.

**Matt:** He's just hiding in the doorway or whatever.

**Anthony:** Yeah, he's holding the axe and the orb in the other hand, and he's just like...

**Matt:** I want to say, since we weren't in combat beforehand, when I was telling that to Grant, I rip the door off the hinges, and I'm using the door as a weapon.

**Anthony:** Oh, cool. That's dope.

**Matt:** As a barbarian, I can use really big things as weapons, and I get bonuses for using improvised weapons.

**Anthony:** Ooh, that's dope as hell. That's great!

**Matt:** I'm evoking Rage, which is as a bonus action. So, I'm going to get a bunch of stats and whatnot. And then, while Rage is evoked, I can call my Ancestral Protectors.

**Anthony:** Mm-hmm affirmative.

**Matt:** So, I shall call forth Abraham Lincoln, George Washington, Coach Taylor from *Friday Night Lights*, and my own father, Frank.

**Anthony:** The logistics of this are— because Coach Taylor's not real, and because George Washington's—

**Will:** You shut your mouth!

**Anthony:** And because George Washington's actually a piece of shit—

**Will:** You shut your fucking mouth!

**Anthony:** I'd assume they are the versions of what he imagines them to be. So, it's like—

**Matt:** No, George Washington is who he is. All the complications, all the bad slavery stuff, but also the founding of our country and a lot of good stuff, too. He's a complicated father figure.

**Beth:** Oh my gosh.

**Matt:** Just embrace it. He's not some perfect father figure. Now Lincoln, on the other hand, pretty damn awesome.

**Anthony:** Yeah, Lincoln was fine. I have no complaints about Lincoln.

**Will:** Can we just say, though, that this canonically takes place in the same universe as *Friday Night Lights*?

**Anthony:** As *Friday Night Lights*?

**Will:** Well then, but that doesn't make sense because how would Darryl—

**Anthony:** You've just heard of this small time football coach.

**Will:** Darryl saw a *30 for 30* about Eric Taylor and the team from *Friday Night Lights.*

**Beth:** I like that, yes.

**Matt:** All right, then in my head, I go, "Coach Taylor." And then there is some Coach Taylor in Mississippi, and he looks enough like him that I'm like, "It doesn't look quite like the guy on TV, but like..."

**Anthony:** He's like an ugly Kyle Chandler.

**Matt:** Yeah, but it's just a dude that's there.

**Anthony:** Okay, then yes. They show up in spectral form… And they look great.

**Will:** And *The* *Avengers* music plays.

**Anthony:** They look exactly the way that you imagine that they should. Everything that's great about America and your dad and the TV show *Friday Night Lights* encapsulated in four human beings.

**Matt:** On the practical gameplay level, what that does is, it gives disadvantage to the chimera if it ever attacks anything that's not me.

**Anthony:** Great.

**Matt:** So, if it tries to attack Grant, for example, or anybody else...

**Anthony:** Cool.

**Matt:** So, I see them. I salute, for some reason. Abraham Lincoln, George Washington. And I give—

**Anthony:** George Washington goes, "I used to go into bars, get drunken people, and forcibly abduct them into my army!"

**Matt:** [*laughing*] And I give, uh…

[*laughter*]

**Will:** Yes!

**Anthony:** He doesn't really say that. He's like, "America's good, and I'm a hero!"

**Matt:** All right, Abraham Lincoln—He wouldn't say that, either!

**Beth:** [*singing*] One last time.

**Matt:** I put a thumbs up to Coach Taylor, and I look at my dad and I go,

**Darryl:** Hey, dad. I miss you and I know you can't talk to me yet because I need to be Level 9 for that, but, once I get there, hopefully we can talk. I just want you to know that, hopefully, I don't see you anytime soon, and I just need your help, buddy.

**Anthony:** He just gives you a nice and restrained nod.

**Matt:** [*sighs*] Darryl stares at him a second longer, very sad that he can't talk to his dad, and then he goes charging on the chimera with a door. I think I'm going to go for the lion's head.

**Freddie:** King of the jungle, baby.

**Matt:** I know that might be surprising, but I'm less scared of lions than I am of goats or rams.

[*Freddie laughs*]

**Anthony:** Very specific.

**Matt:** So I'm going to take the door, and I run at the chimera, and I swing the door at the lion's head. I have to roll dice to see if this shit happens because this is Dungeons and Dragons. [*dice rolling*] 18.

**Anthony:** It hits, go ahead and roll damage.

**Will:** Boom! Tough-acting Tinactin!

[*laughter*]

**Anthony:** Holy shit.

**Beth:** No, no!

**Anthony:** The fucking b-sides of culture. Oh my god.

**Beth:** Oh my god.

**Will:** It's the *Mission Impossible 2* of John Madden quotes.

[*Anthony laughs*]

**Beth:** I feel like Greg Proops would be really jealous if he saw this chimera right now.

**Matt:** So, that's a 5—

**Will:** That's goals for Greg Proops.

**Beth:** Yeah.

**Matt:** So, 5 plus 3. So, that's 8, and then Rage gives me +2, so that's 10.

**Anthony:** So, you bring down this door, and the doorknob just hits the lion head of the chimera directly in the fucking eye, and when you pull back the door to hit again, the eye [*pops*] comes with it.

**Matt:** Does it look bloodied?

**Anthony:** Not even close.

**Matt:** Oh, this has a lot of HP.

**Freddie:** Yes, it has tons and tons of HP.

**Anthony:** Not even a little, remotely bit close, and you can also see the Githzerai in the tower just has his chin on his palm and he's just watching this guy like,

**Zendaya:** Oh, this is neat.

**Freddie:** Did that guy not do any damage?

**Matt:** Oh yeah. Come on.

**Anthony:** Oh yeah, you're right, he should be wounded. I will say that, uh—

**Matt:** Good job, Freddie.

**Anthony:** That's good. That's good. That's good.

**Freddie:** See, from my comfortable perch here, dead, I can—

**Anthony:** I can actually do this better. I can roll attacks from the Githzerai because I've got his thing right here and I can actually—

**Matt:** We've been fighting for like twenty minutes.

**Freddie:** This is like *Deadliest Warrior*, where they simulate the battles before the—

**Will:** Somebody get Max Geiger on the horn.

**Matt:** Good save, Freddie.

**Freddie:** Small funny story, by the way, folks listening: Max Geiger from *Deadliest Warrior,* the guy who was the computer tech, we all know him. He was my roommate for years. And it's always hilarious because people would give him shit because he was the computer guy, and they would be simulating these things and they would cut to a spreadsheet and they'd be like, "What? They're just using Excel to simulate this?" And Maxwell would be like, "What do you think video games are? It's just math and numbers, you idiots." I was like, "Good point, Max."

**Anthony:** All right, it turns out I'm a genius because the arbitrary amount of damage I decided to take away from him was mathematically identical to what would’ve happen if he'd hit him twice and done two attacks of normal, average damage. So, my dick's pretty hard right now.

**Matt:** Wow, okay.

**Beth:** Nice.

**Will:** Hey, guys. I'd just like to say, that's a lot of ding-dong talk. So, let's cool it, all right? This is a podcast for grownups.

**Anthony:** [*laughs*] Okay. So, he's still not quite bloodied, but I will just tell you it's close. Glenn, it's your turn. Give me a Death Saving throw.

**Freddie:** 8. That's a failure on the first one.

**Anthony:** Okay, so that's one out of three failures. All right, so it's chimera's turn now.

**Matt:** He doesn't have to attack me, just that, if he doesn't—He doesn't know this: if he doesn't, he gets disadvantage on somebody.

**Anthony:** Right, but you definitely tried to just Grapple him, so he's going to attack you. All right. So, he's going to make his three attacks. [*dice rolling*] Every single time he tries to bite, it does not work. He hits you with the horns, I assume. Is 18 going to hit your AC?

**Matt:** Yeah, absolutely.

**Anthony:** Okay, so he does 9 damage, and then he Crit-fails with the attempt to hit you with the claws. So, he just fucking whiffs so freaking badly that he, uh...

**Freddie:** Hits Glenn. Aw fuck.

**Anthony:** So, yeah. He only did the 9 damage to you in that turn, and that's his whole turn.

**Matt:** Okay. I've got 5 left.

**Anthony:** So, now, it is Ron's turn.

**Ron:** Okay, guys. Here's my idea: We still have those orb things, right?

**Henry:** Yes, we do.

**Ron:** Okay, so: Glenn was trying to distract the camera [sic] with music, but what if we put one of the orbs on the ground like a tasty snack and then, when the camera eats it, we're holding an axe with the other orb…

**Freddie:** Holy shit.

**Ron:** And we just transport right into his fracking head!

**Anthony:** Wow! Wow!

**Will:** Whoa!

**Darryl:** So we throw Grant into the stomach...

**Ron:** Sometimes, that's how the legends are born.

**Freddie:** Tele-frag! Tele-frag!

**Anthony:** Yeah, that's absolutely a tele-frag.

**Will:** It's a tele-frag! Holy shit!

**Anthony:** That's fucking a really good idea.

**Henry:** Okay, who has the orb?

**Anthony:** Grant, inside the tower, is holding an orb at the doorway, and then Matt, who is almost knocked the fuck out, is holding the other orb.

**Freddie:** Put the boots on Grant's feet because there’s wat—it's wet inside the—

**Will:** Oh, yeah!

**Beth:** Yeah.

**Freddie:** The boots can't touch it, it'll just explode through its—

**Will:** It'll just blow out its guts.

**Freddie:** It's going to be incredibly explosively violent.

**Anthony:** Oh my god. The boots will have to move wherever they have to move to not be touching water.

**Freddie:** A thousand kicks from inside, y’know...

**Matt:** Well, and he's holding the axe around, so he'll just start cutting them up from the inside.

**Will:** Basically, this is like when people were like, "Antman should go up Thanos's butt."

**Freddie:** It'll just spin at an incredible RPM and just shred the chimera to bits.

**Anthony:** Yeah. That's great.

**Matt:** Yeah, we just got to get in his mouth.

**Freddie:** The trauma of the following—

**Anthony:** So, if you're shouting this to each other, Grant hears all this and he's like,

**Grant:** Okay, I guess? All right.

**Matt:** Yeah.

**Beth:** Just to clarify: He has an axe and an orb, right?

**Anthony:** Yes. Right now, he has an axe and orb, essentially.

**Beth:** Okay, and right now, you have the other orb.

**Matt:** I have the other orb.

**Beth:** Okay.

**Anthony:** Okay. Ron, it is your turn. What would you like to do?

**Beth:** I would like to take the boots off of Glenn and then maybe, give them a little pat on the head, like,

**Ron:** Hey, buddy, I believe in you. I'm going to give these back. Maybe you won't want them back.

**Beth:** And then I'm going to go over to Grant and...

**Anthony:** What did you tell Cern before you did this?

**Ron:** Cern, hold tight, I got to get the boots.

**Anthony:** As you leave the tower, he's like,

**Cern:** I have a health potion. Okay.

**Freddie:** Now, to be clear: he's not so much running as taking two large steps on stilts.

**Anthony:** That's true. That's true. You lifted your leg out of the entire top of the tower and then just... yeah.

**Beth:** Actually, okay. I'm going to roleplay that Ron gives his stilts to Cern and he's like,

**Ron:** You're going to want a good view for this, buddy. It's going to be hardcore.

**Beth:** And then I run over and take the boots off of Glenn, and then I give them to Grant.

**Anthony:** Okay, and then Grant puts them on and he's like,

**Grant:** These things are hydrophobic? Because there's a very good chance I'm going to pee myself, so I would be interested to see what that does.

**Anthony:** And he puts them on and he's wearing the boots now. Now it is Henry's turn.

**Will:** Cern just said he has a potion, right? So, I'm in the tower too.

**Anthony:** Yeah.

**Will:** Okay. I'm like,

**Henry:** Cern! Chuck me that potion!

**Anthony:** All right.

**Freddie:** Are you going to yeet this potion bigly?

**Will:** Here's what I want to do: The sword is propped up against the side, right?

**Anthony:** Correct.

**Will:** ...of the thing.

**Henry:** Yeet!

**Yeet:** What's up, man?

**Will:** I toss Yeet the potion.

**Anthony:** He catches it without even looking at it.

**Henry:** I need you to fucking grind like you've never ground before, my dude. I need you to ride that sword and slam this potion into that almost-dead guy's mouth.

**Anthony:** Before you can get the “ind” in grind out, he's already fucking doing—Like, somehow, you threw it to him, and he was at the bottom of the tower, and then he's, "I need you to gr..." and he was just at the top of the tower and he's grinding it.

**Freddie:** He's like, "Dropping in!"

**Anthony:** I'm going to roll for his grind.

[*guitar riff begins playing*]

**Anthony:** Baby baby baby, that's a 19. He fucking--He fucking dark slides!

**Beth:** Yes.

**Will:** The only card he needs is the Ace of Spades!

**Anthony:** He does a fucking five-o! He does other grinds that I don't remember the names of!

**Freddie:** Forward slide.

**Anthony:** Forward slide! He's going to jump off the grind and he's going to start manualing on the grass. He's down.

**Freddie:** Keep the combo going.

**Anthony:** All right, he gets an 11. That's better than 10. He fucking manuals, he jumps into the air, does a fucking…[*pauses for dice roll*] natural 20, so he Christ airs over Freddie, and uncorks the health potion, and he yells,

**Yeet:** Yeet!

**Anthony:** And he fucking throws it and it perfectly... right onto your fucking mouth and it gives you... you get 5 HP back and you are stabilized, so you're back, you're conscious again.

**Will:** Freddie pops back up, takes it out of his mouth, and goes, "That's brisk, baby."

[*laughter*]

**Anthony:** Oh, that's fucking good.

**Beth:** Oh, wait. He probably did the whole thing as the Caprisun amorphous blob-thing that only shows once they’re skateboarding. The fucking Donnie Darko thing.

**Anthony:** Oh, that's really good. So, you are now stabilized.

**Freddie:** So, I'm at 5 health.

**Anthony:** Yeah, you're 5 health, which means you're conscious which means you can take actions and shit like that. So, Henry's...

**Freddie:** Okay, yay!

**Ron:** Told you you'd want a good view, Cern.

**Anthony:** Cern was like,

**Cern:** Holy shit, you weren't kidding.

**Anthony:** That was a bonus action, basically telling Yeet to do that.

**Will:** Okay.

**Anthony:** So, you still have your action.

**Will:** All right. I cast Cure Wounds! Oh shit, no. Cure Wounds is touch, shit. I cast Healing Word.

**Freddie:** What's today's Healing Word?

**Matt:** Are you not close enough to touch me?

**Will:** I'm in the tower.

**Matt:** Oh, okay.

**Will:** I'm close enough to emotionally touch you.

**Matt:** Okay, yeah. Well, that's always the case.

**Will:** The word of the day is “believe.”

[*Freddie laughs*]

**Matt:** [*whispers*] Always.

**Will:** That's 2d4+3. 7 health.

**Matt:** All right.

**Anthony:** It is now your turn again, Darryl.

**Matt:** I think I'm just going to let him eat my hand, [*laughing*] if I need to. I need to get this in here.

**Anthony:** Oh, your hand itches.

**Matt:** Huh?

**Anthony:** I said your hand itches.

**Matt:** What does that mean?

**Anthony:** You can roll Perception.

**Will:** Oh shit.

**Matt:** 17.

**Anthony:** As your hand is itching, you look down at it, and, for a second, you swear, there was an eyeball in the center of your hand that was looking at you then it immediately closes and then your hand is normal again. Whoa, weird. Weird.

**Will:** It's the fucking Library, dude.

**Matt:** Yeah.

**Anthony:** It's the Library. It's the hand that you had reattached by the Library.

**Matt:** This is Call of Cthulhu shit. I roll for sanity?

[*laughter*]

Darryl just...

[*laughter*]

There's a lot going on, it doesn't actually phase him that much, he's just like, "Yeah, that makes sense." He actually double-checks that the wedding ring is still his wedding ring.

**Anthony:** Yeah. It's still your wedding ring.

**Matt:** Okay.

**Beth:** The Library is married? To Darryl?

**Matt:** So, I pull out the teleportation orb. What does it look like?

**Anthony:** It is a beautifully, gorgeously, perfectly spherical purple orb with some swirling mists inside of it and shit and it's got a glassy sheen on it. It'd be great for fucking gravity juggling or whatever the hell... contact juggling. Fushigi.

**Matt:** So, just like one of Darryl's all time fucking favorite movies *The Rock*, he takes the inspiration from Nicholas Cage and holds the orb and tries to shove it into the mouth of the chimera and says,

**Darryl:** Eat this, motherfucker.

**Anthony:** Great. All right, give me a Strength check.

**Beth:** Some people call it Dwayne Johnson, but I still call it *The Rock.*

**Anthony:** Somebody should Photoshop *The Rock* poster, but it just says Dwayne Johnson on it.

**Matt:** That's good. In that fire font.

**Beth:** Yeah.

**Matt:** What am I rolling for, because I got a 16, but I want to see what I add to it.

**Anthony:** You roll your Strength modifier.

**Matt:** Which I get plus on my Rage. So, that is going to be +3 plu—I got 21.

**Anthony:** So, that definitely beats his 16. Describe what happens as you jam this fucking thing down its gullet.

**Matt:** So, I put it in his mouth, and then, kind of like a pinball machine when you pull back, my other fist is the plunger, and I just punch the shit out of the orb so it goes... Like giving a cat a pill? But less violent?

**Anthony:** Wait, what?

**Freddie*:*** Woah woah woah woah woah.

**Will:** Now I'm understanding why Plato is so mean to everyone!

**Matt:** When you give a cat a pill, because they are horrible and they try to bite you, you got to like hold their neck and lift them and go [*noise*] and then you take a pill and you literally just like chuck it into the back of their necks so that they just got to swallow it.

**Freddie:** It sounds like you would go for the lion's head, because you know the way to do it for a cat.

**Matt:** Sure, yeah, I think I know how to put it—

**Will:** Yeah, Darryl feeds the pills to the cat at home.

**Matt:** Yeah, wait, that's why his arms are scratched up like mine. Yes. Yes, I grab the lion by the mane and he goes [*choking noise*] and I take the pill and I chuck it down his throat.

**Anthony:** Okay.

**Matt:** And then I turn and I look at Grant. I go,

**Darryl:** It's your turn, kiddo!

**Anthony:** He looks at the orb in his hand, and then he looks at the lion that's now just going [*choking*], and you see this big bulge in his neck that sort of moves down his esophagus through peristalsis until it's in his fucking stomach. You hear a cartoon splash as it lands in his stomach, and, uh, and—

**Matt:** I'm making a silent cross as this is happening, by the way.

**Anthony:** Grant looks at you and he goes,

**Grant:** I guess I love you, dad. Here we go!

**Anthony:** And then he disappears, and you see, very suddenly, a Grant-shaped silhouette in this thing's stomach, and he's like

**Grant:** [*muffled*] Ah! It's not so bad in here. Whoa!

**Anthony:** And he loses his balance and his body begins to fall, and you can see his feet—

**Darryl:** Just hold onto the axe tight, kid! Just hold onto the axe!

**Anthony:** His feet begin to poke out of the sides of him, and then they start moving again, and then they start moving again, and they start moving really, really fast and then, just like you predicted, he starts to spin and spin as his feet try to find any purchase that doesn't have moisture on them, but he can't. So, it's like he's a ragdoll that's just glitching out every direction he's going in.

And this chimera is just looking at you with the most confusion from three separate heads that shouldn't even have the muscles on their face to even convey confusion, but it absolutely is, and you hear sinew getting torn apart within as the axe is just cutting. You hear liquid internal bleeding of every shape and sort. After what seems to be a perilously long fucking time, the creature bisects in the middle, explodes outward, and his gore and viscera...

**Beth:** Shouldn't it trisect?

[*laughter*]

**Anthony:** Yeah. That's exactly what happens. It splits into three, equal-sized chunks. It splits at the seams at where the head meets the neck. So, it's like three separate slices of chimera, vertically, just explode outward in gibs. You see a blood-covered Grant, still slipping and sliding in the blood going like,

**Grant:** Ah! Ah!

**Will:** I want to add one thing from the microphones: You hear an awestruck Goofo McBoofo say,

**Goofo:** M-m-m-m-monster kill!

**Anthony:** Aw, shit. So, you see your son, Grant, in the middle of viscera, of guts and blood and vomit that is almost certainly partially his, if not primarily his, and he wrenches the shoes off of his feet and stands up, his feet getting sticky in the blood that he has left on this ground, and he turns and sees that one of the heads of the chimera, the lion with its one eye, is still alive.

It's choking, it's coughing, and it's hacking out blood, and he just stands over it and he stares into its one remaining eye as it coughs, as it hacks, and as that one remaining eye eventually closes and it dies, and he just continues to stare at it without moving, without saying anything.

**Matt:** I walk up to Grant, and I look at the chimera and I see that it's just died, and I put my hand on his shoulder, and I ask,

**Darryl:** Hey Grant. You okay buddy?

**Anthony:** As he continues to look down at the corpse of the chimera, he repeats back the words that you have said to him many times in this adventure, and he says,

**Grant:** Everything's fine.

**Matt:** I pull out the paper. It's not necessarily great, the way Grant is looking, but I pull out the blood pact.

**Anthony:** So, yeah. You pull out the paper, the blood pact paper which still has the Harry Potter-ish image of him constantly screaming as his flesh is being ripped off and stuff, but in your hands, it begins to incinerate, it begins to burn from the inside out—.

**Matt:** Oh thank god.

**Anthony:** Which might give you some degree of comfort, but as it burns away, you see behind it the real Grant with none of the fear, none of the anxiety, none of the worry that you saw in the child-like version that just burned up in your hands. There is somebody different in front of you. You see a look on his face that you have never seen before.

Who can say whether or not he's a man? Who can say whether or not he's an adult now? But you can tell, with 100% certainty, that something inside of him has changed, that a bell has rung that cannot be unrung, and the look on his face right now, you hope to never see again, and, maybe, if you're lucky, you won't. But maybe that's not what life has in store for young Grant Wilson.

**Matt:** I look at the other dads and I hold up the blood pact and I say,

**Darryl:** Yay.

**Matt:** But, no, I am very relieved.

**Freddie:** Hands go up, yay.

**Darryl:** Hey, buddy, I know it's been tough, and you've been wanting to talk, but, now that this is all done, maybe we can talk about stuff.

**Anthony:** So, Grant, for the first time, looks up from the corpse of the chimera into your eyes. Although, for the way that his expression doesn't change, he might as well still be looking at the corpse of this beast, and he says,

**Grant:** Nah, it's fi—

**Anthony:** And as he begins to say “fine,” he freezes, his eyes roll back into his head, and, as you've seen so many times before, when his eyes roll back, they are purple. A familiar voice goes,

**Purple Robe:** Congratulations! Your son, since you met him, only wanted one thing, and that was to talk, to open up and actually have a real conversation, and now you've assured he'll never want to do that again. Oh, you dumb, dumb, fuck dumb, idiot bad dad, dumb, fucking moron.

**Matt:** I'm so fucking tired of these assholes.

**Purple Robe:** Oh, you're so bad at this. You've accomplished more than we could have ever ask for. You've absolutely nailed it. But—

**Ron:** Thank you.

**Darryl:** Hey, fuck you, buddy, I'm not even going to listen to you. Grant. Grant, find the other kids, stick together. We're going to come get you.

**Anthony:** Grant goes,

**Grant:** Oh. Okay.

**Darryl:** I love you, buddy, and we're going to find you. Find the other kids, you're all going to be okay.

**Anthony:** He goes,

**Grant:** All right. I love you, too. Oh shit.

**Anthony:** And he begins to fade out, and the voice says,

**Purple Robe:** So, I imagine you're probably feeling pretty sore, just like you have been, every other time we've saved one of each other.

**Darryl:** Yeah, you son of a bitch! My kid had to kill something, just to survive!

**Purple Robe:** The important thing is: you've now done your job. You can now go home, but I'm sure you won't want to do that unless you can see your kids in person and the others safe, dadadadada. So, I am hereby offering a formal invitation for you to come to our castle at Ravenloft, and we'll talk all this out, and once we're done, you will feel so good about heading back to your world knowing that your kids are safe. Sound good?

**Darryl:** No. We're going to come over there—

**Henry:** That doesn't sound good at all.

**Darryl:** Yeah, we're going to take our kids, and we're going to kill you.

**Henry:** Are you fucking serious?

**Purple Robe:** You can think about that, that's fine.

**Henry:** We don't need to think about it, but we'll see you in Ravenloft.

**Darryl:** Yeah.

**Henry:** Ding dong! We're coming!

**Beth:** Henry, I thought you said no more ding dong talk.

**Freddie:** Beth saved us again.

[*outro music*]

**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 and outro is called “Alright” by Maxton Waller. We made it. Didn't have to eat Grant's skin, and it was all thanks to fine Patreon supporters like Rebecca McKay, Luke Garou, Chad Mason, Alex Shulty, and Franz Rodriguez. You can join their ranks at patreon.com/dungeonsanddads.

For five bucks a month, you get a whole extra bi-weekly podcast called Talking Dad which we'll record right after each episode is recorded, and we talk about the happenings of the episode. You get behind-the-scenes look at character choices, meta-thinking, and also very embarrassing personal stories from all of us.

Ten bucks a month, you get a new piece of content every month. As we mentioned this episode, this last month, it was a one-shot called the Witch is Dead. Previous months have been BTS videos and TV show commentaries. And you get an in-character newsletter every two months I think we call Daddy Issues, and you get merch discounts which... I just posted a picture of our first enamel pin proof from the manufacturer on our Patreon page at patreon.com/dungeonsanddads. Merch coming soon.

We are @dungeonsanddads on Twitter. bit.ly/dungeondads for that private Facebook group. r/DungeonsAndDaddies for that subreddit, and bit.ly/DADGUT for the group transcription project. Thanks so much for listening, we're coming back at you in two weeks here on October 29th, just before Halloween, so we'll see you then.

[*music*]

**Freddie:** Okay, so you can go ahead and tell us that the haberdashery is going to fill with poison gas in 15 minutes.

**Will:** Okay, just give me a second to get back into happy character after...

**Matt:** Proops mode.

**Will:** Yeah, let me get back into proops mode after all this maudlin “Cat's in the Cradle” shit.

**Freddie:** Oh, I should've played “Cat's in the Cradle!”

**Will:** Oh, why didn't we think of Cat's—Oh, whatever, it's fine.