Dungeons and Daddies

Dungeon Master: Anthony Burch

Glenn Close: Freddie Wong

Darryl Wilson: Matt Arnold

Henry Oak: Will Campos

Ron Stampler: Beth May

Episode 29 - Big Willy Style

(Check out the finalized version soon on dungeonsanddaddies.com!

-Transcriber)

**Anthony:** Hey, this is Anthony, your dad. We wanted to give you a brief content warning before you started this episode. There is a particular character, Willy, who is a very emotionally abusive kind of father in a way that's not really played for laughs, but is actually kind of supposed to be toxic and unpleasant. So, if that's something that might make you uncomfortable, feel free, you don't have to listen to this episode. We'll make a transcription of the entire episode. You'll be able to read it after the fact, and yeah, so just a heads up.

[*acoustic guitar music plays*]

**Freddie as Narrator:** Hello, and welcome to the history of Barovia. In the year 773, dads, Darryl Wilson, Ron Stampler, Henry Oak, and Glenn Close marched their army to the thin land bridge leading to Castle Ravenloft, ready to lay siege to the Purple Robed inhabitants. This army, really more of a band of mercenaries about half the size of a Roman cohort, consisted of equal parts archers, shield bearers, and pikemen, arranged in the configuration known as the death turtle, which was created by General Colonel Glenn Close.

**Freddie**: Requesting an audience, the Purple Robes and four dads met in the center of the wind swept bridge on neutral ground. It was there that the Purple Robes revealed that they were in fact Willy Stampler, Barry Oak, and Bill Close. The fathers of Ron, Henry, and Glenn, respectively. Notably Darrell's father was missing from this lineup. These Purple Robes offered the dads a deal. Give us your kids, so we can become Omega daddies, and we'll let you go home.

**Freddie**:But getting the Purple Robes out of the castle and onto the land bridge was all part of the dad's scheme. You see, a stealth operation utilizing a DJI Phantom drone piloted by a low ranking intern, known only as Doug, signaled the children to use a previously hidden magical item in order to teleport to the dads' metal transport: a vehicle known as a minivan. The dads now had the children they had come so far to rescue in their hands, but were face to face and on the edge of an all out war with the toughest enemies they had yet encountered. This week we will continue where we left off. Fathers facing off against father suspended a thousand feet high on a precipitous land bridge at the gates of Castle Ravenloft.

[*acoustic guitar plays again, fades into intro*]

**Freddie:** Welcome to Dungeons and Daddies, not a BDSM podcast, most of the time a loose Dungeons and Dragons 5e podcast, about four dads from our world flung into the forgotten realms in the quest to rescue their lost sons. My name is Freddy Wong, I play Glenn Close, the rock and roll Bard of the group. This week's dad fact for Glenn, probably appropriate seeing as we've now met Glen's dad, Bill Close. Who was Bill? Little Bill Close dad fact: Bill was a session musician working out of Nashville, where he, y’know--

**Will:** Ooh!

**Freddie**: --basically getting in on any sessions that he can so as a result, not really around. So he and Glenn both referred to the house during the high school years as the crash pad.

**Will:** The crash pad.

**Freddie:** The crash pad.

**Will:** Oh, so he had like that kind of vibe with his dad?

**Freddie:** Yeah hundred percent.

**Will:** Now is Bill also a descendant of Meryl Streep or is that on the mom's side?

**Freddie:** I would assume it's on the mom's side.

**Beth:** Yeah I think that's what you said originally... That's what I think.

**Matt:** I think so.

**Anthony:** Meryl Streep is in reference to our prequel optional campaign.

**Beth:** And also, the actress of Kramer vs Kramer.

[*laughter*]

**Matt:** Hello, my name is Matt Arnold. I play Darryl Wilson, a stay at home coach dad who turns into a barbarian when he enters the forgotten realms. A little dad fact about Darryl, I just thought of this this second, so we'll see how this goes. Darrell's favorite soda…

**Freddie:** Favorite Soda!

**Matt:** His favorite soda.

**Freddie:** Can’t wait.

**Math:** ...is *his* Sodastream version…

[*exclamations of angered distress]*

**Freddie:** You gotta be fucking kicking me. Get out.

**Matt:** ...of Coca Cola.

**Freddie:** Get the fuck out.

**Will:** I *hate* this!

**Beth:** What is it called! *Please?*

**Matt:** [*laugh*] Oh shit. It's called, uh... It’s called Darryl's pop. D-pop. It's called D-pop.

**Beth:** [*laughter*] Papa’s Pop!

[*peanut gallery crosstalk*]

**Matt:** and it tastes exactly like Coca-Cola.

**Will:** No it fucking doesn’t. How *dare* you.

**Matt:** Because it is *indeed* Coca-Cola.

[Will and Freddie laughter]

**Matt:** So, Darrel bought his Sodastream and convinced everybody that it was cheaper and cooler. It tastes just as good as soda. Grant doesn’t even complain, and he spent weeks,

**Will:**Oh my god!

**Matt:** He spent weeks trying to make his own version of Coke that always tasted terrible, that one day he just gave up and instead of admitting he was wrong, that Sodastream's stupid and more costly than just buying soda, he just buys Coke, puts it in a Sodastream and everybody-

**Beth:** The fucking long con.

**Matt:** you have the long con, I'm pretty sure everybody knows at this point and they're just giving him the benefit of not telling him.

**Will:** The lies and deceit in the Wilson household...it's just like this delicate balance of arts.

**Beth:** Also the audacity of having a dad based pop and not calling it Papa's Pop?

**Matt:** It's Papa's Pop. It's Papa's Pop. Thank you, Beth. Papa's Pop, trademark: Beth May...joke by Beth May.

**Freddie:** Papa's Polar Cola.

[laughter]

**Freddie:** Cause' it's ice cold baby.

**Will:** And he draws like a little polar bear on it.

**Freddie:** Yeah, cause like the Coca-Cola polar bear, like Darryl this is just like-

**Will:** I have so many questions about-

**Matt:** Where to stop, what's Papa's Pops?

**Freddie:** Wai-Wait-Wait. Where does he recycle the cardboard does he like keep it in the car and like smuggle it away-

**Will:** Yeah where is is-? Yeah how much soda do people drink...

**Matt:** Oh, Darryl’s got that garage, y’know, refrigerator?

**Beth:** Oh, yeah.

**Matt:** With like meat and stuff in there.

**Beth:** A dad staple.

**Matt:** He's got like two liters of Coke, like hidden underneath slabs of meat.

**Will:** So what if someone else wants to make it in the Sodastream?

**Matt:** He'd be like "It's my proprietary."

**Will:** Has people watched him do it in the Sodastream? Like-

**Matt:** No.

**Will:** So he just *[cracks into wheezing laughter*]

**Matt:** He avoids situations.

**Will:** I guess, so, cause you were saying that like, he, for long enough, he was striking out that they probably just tuned out.

**Matt:** Yeah [and further semi-audible agreement]

**Will:** and he was just had a eureka moment one day and was like "I did it." Wow, that's dark. That's like the darkest Darryl facts I think-

**Matt:** [laughing] He didn't want to admit he was wrong to buy it. By the way, Matt bought a soda stream machine. He did not do this, but a complete waste and it will just sit in the corner and all the flavorings they have are all terrible. So, sorry guys, we're not going to get sponsored by Sodastream.

**Beth:** My roommates have as Sodastream and they use it only for Gin and Tonics and it's wonderful.

**Matt:** Yup. That's what I use it for. Gin and Tonics and also just straight seltzer water. That's all it's good for. Anyways.

**Will:** Hey everyone. My name's Will Campos. I play Henry Oak, a crunchy, munchy, Birkenstock rocking, hippie nature, Druid dad. Got it in one! My dad fact for Henry this week is...big news guys, Henry passed the retainer!

[laughter]

**Anthony:** Just in time!

**Will:** Henry, he had felt it moving southward for a couple of weeks now.

[disgusted noises]

**Beth:** Oh, no...

**Will:** And then the second he saw his father, out that lil’ sucker came.

**Freddie:** [deep distress noise]

**Will:** Freddie was taking a big drink, right as I said that.

**Freddie:** You're-fucking-saying, that Henry dukied a shooter, [*Will laughter*] that was a retainer, right into his shorts?

**Anthony:** Remember when that happened in Empire Strikes Back where he's like, "I am your father," and then Luke was like, [*fart buzz noise*] “No-o-o!”

**Will:** ...And then Luke pooped out his retainer. That's literally exactly what happened. So canonically Henry has a- I don't know if he's aware of it yet, but there's a retainer in his shorts right now.

**Beth:** Okay. Well, a quick question. Is it like a retainer of old, like the metal retainers, or is it those like new sort of plastic retainers?

**Will:** Oh that’s a good question.

**Freddie:** Like those invisaligns

**Beth:** Yeah.

**Will:** It’s a, let’s say, just for, I think in terms of medical realism, it would have to be an Invisalign.

**Matt:** Or you are bleeding. Or you're going to look down and see a wound.

**Anthony:** Or it’s *bad.*

**Matt:** And you’re gonna roll a d8.

[*laughter, mostly Will.*]

**Anthony:** It's real bad.

**Will:** Otherwise Henry doesn't have an intestinal tract anymore.

**Freddie:** Real quick. Who had retainers growing up? I did.

**All except Matt Arnold:** I did.

**Beth:** Not that I wore it.

**Freddie:** That's everyone except Matt.

**Matt:** Yup. I didn't go to a dentist till I was like 29 years old.

**Anthony:** What?

**Will:** Woah!

**Anthony:** Why?

**Matt:** Because my parents couldn't afford it.

**Anthony:** Oh okay! That’s a good answer.

**Beth:** Yup.

**Freddie:** What color was your retainers? I'm sorry, I just want to know.

**Beth:** I had a frigging Invisalign one. Which is--

**Freddie:** Wow.

**Beth:** I'm really, really, really salty about that actually because…

**Freddie:** What?

**Beth:** I had braces but like--

**Will:** Okay *zoomer*.

**Beth:** Literally, I had braces way before I was at an emotional capacity to realize like what they were. That they were fixing my teeth and that these would be my teeth. So I got a retainer and it hurt like from the moment that I got it, and even if I put it in denture cleaner or whatever, I used to clean it, it still was like plasticky and it felt gross going in my mouth so I never fucking wore it. And now I've got these weird chip monkey teeth that are all like eating people when I'm not even looking.

**Freddie:** I had a mint green sparkly retainer.

[*all laugh*]

**Anthony:** Mine was blue and it had a picture of Earthworm Jim on it.

**Freddie**: Really?

**Will:** Wait, what!

**Matt:** Shit.

**Freddie:** *Wait.*

**Anthony:** Yeah. They were like, you can take any little picture from the little book of little like, basically pictures we print out from the Internet and cut out. And I was looking, I was like, this is just a bunch of like generic action guys.

**Freddie:** Shitty clip art!

**Anthony:** And then--[*whoop/gasp noise*]

**Matt:** Custom...

**Anthony:** There was a little box for a VHS of the Earthworm Jim animated TV show and I was like, “That's mine!”

**Beth:** You guys disgust me.

**Anthony:** “I don't know Doug [last name I don’t know]’s a homophobe yet so I love this!”

**Matt:** Do you guys remember when there was an entire kiosk in a Blockbuster where you could bring your Pokemon Snap memory card and print out pictures of Pokemon stock.

**Anthony:** Fuck yeah. Fuck yeah.

**Matt:** I don't know why that made me think of that, but I miss those days.

**Anthony:** Because there was two good things in our childhood.

**Freddie:** I'm just googling Earthworm Jim retainer, And guess what? That does not exist.

**Will:** [*laughter*]

**Anthony:** Well, no, it’s not--!

**Matt:** You’re a liar!

**Anthony:** It wasn't a branded thing, they just took a piece of paper and put it underneath the like, the plastic bit of the retainer, cause' they had just a bunch of different pictures that you can print out and customize to your thing.

**Will:** So this was like a bootleg op that your orthodontist was doing.

**Anthony:** Now that I think about it yeah. Interplay is furious.

**Freddie:** That’s amazing.

**Beth:** Hi. Okay. My name's Beth. I'm angry about retainers and I play Ron Stampler, emotionally detached stepfather and Rogue. Fun fact- actually no, it is not a fun fact. It's just a fact about Willy, Ron's father...Willy Stampler. Willy was a traveling salesman who specialized in fishing gear.

[*Freddie hums*]

**Beth:** May have heard me, Beth, say that Ron threw up trying to gut a fish once and it really sealed the fate of his father's respect for him or lack thereof. Willy died by drowning when he used a fancy lure to catch a huge fish and then it pulled him overboard.

**Will:** Dang.

**Beth:** Yeah.

**Matt:** Was that like a famous fish? Like...

**Beth:** No, I mean…

**Matt:** General…

**Freddie:** Sorry, Matt, go ahead and name one--

**Anthony:** Was his name Nemo? Finding Nemo?

**Matt:** No like, of the town. Like a huge fish and like in the Simpsons, they have an episode where it's like "The General" and like, they're like, "Oh, catch the general." Anyways.

**Beth:** It was "Serenity."

**Matt:** There you go. Serenity.

**Will:** Woah...

**Beth:** This is such like… Everybody...

**Will:** The Matthew McConaughey movie?

**Beth:** Yes. Literally--

**Anthony:** Holy shit. What a pull.

**Beth:** If you watch one movie for the rest of your life, make it Serenity. You will not regret it. It is the stupidest, most wonderful movie I've ever seen in my entire life.

**Anthony:** I'm Anthony Burch. I'm your dad.

**Beth and Freddie:** Hi dad.

**Matt:** No you're not. We have real dads. We just met them.

**Anthony:** No, I'm the dad you want. Those are bad dads. I'm a good dad.

**Will:** Your dad versus the dad you should be worried about..? Is that how that goes?

[*all laugh*]

**Anthony:** Be the dad you want to see in the world. I don't have a dad fact. I don't have to do a dad fact. My dad fact is that I knew that these dads would be the big bads. -Big, bad dads!

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

**Will:** Were they the big bad voodoo dad..dy?

**Anthony:** Oh God.

**Matt:** And we're the lads of the big bad dads.

**Anthony:** You're the big bad dad lads.

**Freddie:** ...And you knew that..

**Anthony:** Literally since the inception of podcast.

**Freddie:** Wow. We're all going through our emails, you know, cause you had asked us what's our relationship with our dad's like. We should have seen that coming.

**Anthony:** Mhm. I mean I figured it was a pretty good cover story of like, "Oh I can't understand you as characters unless I understand-" ‘cause all of us are just... you know, an amalgamation of the traumas that our parents and authority figures have sort of slapped us with. So like you know, it was a better way to understand how to do Dungeons I guess.

[*transition music starts]*

**Freddie:** Yeah.

**Anthony:** I lied.

[*transition music finishes*]

**Anthony:** You see the faces of Willy Stampler, Bill Close and Barry Oak. Basically three of your fathers, they are the Purple Robes and have been from the get go.

**Glenn:** Bro…

**Ron:** F--f-f-f--

**Henry:** Father?

**Darryl:** Fine looking gentleman y'all're...you all are..

**Anthony:** So Willy just sighs and goes

**Willy:** Well at least I can stop doing that stupid...I had a whole...there was a dramatic reveal. I was going to time it out, but yeah, sure, no, great.

**Ron:** I am so sorry.

**Willy:** Boy, you should be. Jesus Christ. All the fucking effort we've gone through just, okay, so again...just so you understand- the fuck, like you can stop staring… close your fucking mouth. Jesus Christ. Don't look at me.

**Ron:** I'm sorry.

**Willy:** I'm sorry...?

**Ron:** Sir.

**Willy:** Correct. Okay, so again

**Will**: Oh my god.

**Freddie**: Jesus Christ.

**Darryl:** Excuse me who are you?

**Willy:** I'm his fucking dad. Shut up. The deal is, it's this simple, you take it or you leave it. If you let us have your kids and raise them and make them happy, productive, intelligent individuals in Faerûn, then we will send you back to your world and the next thing that you will experience is waving goodbye to your kids as they head off on a bus to the soccer game that you were driving them to before you arrived here.

**Willy:** Everything in your life will be identical up to that point, with the exception of Glenn, you, and the lovely Morgan Close *née* Freeman will be waving them off together because she will have not gotten into that car on that rainy day. Yes? You have your hand raised.

**Henry:** Yeah, hi. Henry Oak here. What? What the frick is going on right now?? You're...so let me get this straight, you're hi-- Ron, this is your dad?

**Ron:** Yeah.

**Henry:** But- father, what are you doing here? And who the hell is this guy?

**Glenn:** I think he may be dad, but this may be an illusion.

**Henry:** This looks like your dad?!

**Glenn:** This might be an *illusion*.

**Darryl:** These are your dads?

**Henry:** These are our dads guys. What the hell is going on?

**Darryl:** All I know is that you three gentlemen should be ashamed of yourself. You call yourself grandparents? So the way you treated your son, right there, is how you're going to treat our son?

**Ron:** Which son? There's three dads and there's three... oh man, there's, there's so many dads here.

**Darryl:** Hey where's my dad?

**Anthony:** So Barry smiles and puts out a hand, a very calm, very placatory hand that says—

**Matt:** I shake it.

[*laughter*]

**Anthony:** He puts his hand up like fingers up, how do you shake— well, either way. So he goes like—

**Barry:** *Mm.*

**Anthony:** —and like kind of recoils from it a little bit. Like he, like he feels like he got infected by you or something. But he goes

**Barry:** Everyone can be very calm. That is a thing that you can do right now. You can also choose to be very, very angry. And if that's the direction that you choose then I'm afraid this will be very—

**Henry:** Jesus, here we freakin go.

**Barry:** —very negative for everybody. I don't think any of us want that.

**Anthony:** So as you say, "Where is my dad?" Darryl, you're sort of looking around and just sort of by coincidence you hear- so this could be a really weird pull, but does anyone remember the Mel Gibson movie *Ransom*?

**Beth:** Yes.

**Matt:** Of course I do.

**Beth:** I see you. I see you.

**Anthony:** Okay. Do you remember the part in *Ransom* where the kid hears Gary Sinise's voice and he starts pissing himself? Out of fear, because he recognizes that's the voice of his kidnapper? So you turn around, you see Paeden shivering and you smell pee and you see that Paeden is wetting himself looking at the faces of these three dads...and he's sort of frozen with fear.

**Darryl:** Paeden, what's going on buddy?

**Paeden:** The-They're- the, uh— Do you remember when we met? And I told you that there was somebody that like left me here? Like the bullywugs? The...the...the—

**Anthony:** And he's pointing at Willy, and he goes,

**Paeden:** The-That was him. That was, it's the, that's my…

**Darryl:** Okay bud, don't worry, they're not going to hurt you.

**Matt:** I push him back, and say in front of him…

**Ron:** Wait!

**Anthony:** Oh he is crying, and happily lets you push him backward.

**Ron:** Wait, Paeden.

**Beth:** I walk over to Paeden, I get—

**Freddie:** Wait— Ron and Paeden are brothers?

[*Beth, Will, and Freddie bust out laughing*]

**Will:** I'm still in shock here!

**Beth:** I walk up to, I walk up to Paeden I sort of get down on his level I'm like

**Ron:** Paeden, wait, you know that guy, too?

**Paeden:** Yeah. Yeah. Well he, he was, he was scary. I did not like him, and he left me in the bull-e-wugs and I hated him, and I wanted to fight him, but I don't think I could fight him right now. I really don't feel like fighting. I don't want to, I would like to just go, please. Can we please just go?

**Ron:** You don't have to fight, Paeden. Plus, you're, you're, you're, you're so strong. You could probably knock him out in one punch. You don't have to though.

**Anthony:** Roll persuasion real quick.

**Beth:** Oh, that's a two.

**Anthony:** Okay. So he goes like,

**Paeden:** Oh, you're so fucking bad at lying, Ron. Oh my God. Oh I think he would kick my ass. Like I think it's a lot of bravado and I don't think any of it's real. Oh no. Oh no.

**Will:** So Henry, as he stares at his father, feels like a lot of suppressed shit in his mind, like starting to kind of crack open. Like it's like there's a door in his brain that's starting to shake and like the knob is starting to turn and he pushes on that knob...back as hard as he can. He holds the door in his brain with both hands, torturing this metaphor much as he possibly can. And then he turns the other dads and say,

**Henry:** Guys I have an idea. Run!

**Will:** And then Henry turns into a bird and flies off towards the van.

**Anthony:** Okay! Everybody give me an initiative roll.

**Matt:** Oh yeah, that's what, that's what Henry just did. So okay,

**Freddie:** We're running!

**Darryl:** He's running.

**Freddie:** I have a seven plus four initiative...11.

**Beth:** I got a 19.

**Matt:** I got a 19 plus one initiative. So 20.

**Anthony:** Okay.

**Will:** I got a seven.

**Anthony:** Okay. We're going by the speed strategy of doing combat design in D&D where all of the bad guys are going to move at once as a group and they just natural 20'd their initiative role.

**Will:** Oh shit.

**Anthony:** So the dads are going to go first.

**Will:** I'm very scared.

**Anthony:** Okay, so…

**Matt:** I guess that was good because now Darryl can respond to what they do.

**Anthony:** Yeah. Now I can say I was provoked.

**Matt:** I don't know if he's going to fight them solo, but...

**Will:** Do I need to come up with what bird I turned into?

**Anthony:** If you'd like? Yeah, why not?

**Will:** All right. I feel like it would be the first bird he thought of.

**Matt:** So was it the Lark and Sparrow?

**Will:** Oh shit.

**Anthony:** Or is it the one that Lark and Sparrow killed?

**Will:** Or was it Beanie? It's always Lark and Sparrow. It's never Sparrow and Lark, so he turns into a Lark.

**Anthony:** Okay, great. So he turns into a Lark...

**Will:** I'm just going to Google what a Lark is.

[*laughter*]

**Anthony:** Google says, "the most racist bird that there--" okay, okay, nevermind.

**Freddie:** Most racist bird of the animal kingdom!

[*laughter*]

**Freddie:** Whoa, Will I don't know if you want to do that bro.

**Will:** No fun Will fact: Every time I think Lark, literally all I can think of is there's a character named Lark in Pilotwings 64.

**Anthony:** Fuck yeah!

**Will:** So that’s, in my head is what Lark looks like, isn't Lark from Pilotwings 64.

**Will:** All right. It's a small ground dwelling songbird--ground dwelling. Good. A songbird typically with brown streaky plumage a crest and elongated hind claws and…

**Freddie:** And a glock 21.

**Will:** And a glock. Yeah. And a song that is delivered in flight. So I'm going to be fluttering through the air like a little birdie I guess.

**Freddie:** What's the song? Like [*laughing scream noise*]

**Anthony:** So Bill Close sees Henry Oak beginning to fly away and Bill turns to Willy and he goes,

**Bill:** should I?

**Anthony:** And Willy goes,

**Willy:** Yeah, obviously, fucking idiot.

**Anthony:** And so Bill goes,

**Bill:** Okay, cool-

**Will:** Dude Willy's toxic as fuck.

**Beth:** Yeah.

**Will:** This is heartbreaking.

**Anthony:** So Bill is going to cast hold person on Henry. So everybody is going to do a wisdom saving throw.

**Will:** Uh-oh.

**Anthony:** Because he's a higher level...he basically gets to do it to multiple humanoids.

**Will:** If I'm no longer a humanoid, do I have to do a wisdom saving throw?

**Anthony:** Oh, correct. Yeah. No you don't. It's only for humanoids. Well done.

**Freddie:** Well done. Wisdom saving throw--

**Will:** Point of order!

**Anthony:** [*laugh*] *MMM, excuse me!*

[*Beth laughs*]

**Matt:** This dumb Barbarian rolled an 18 plus one, that's 19.

**Freddie:** As an 18 minus one, 17.

**Matt:** Wait, barbarians are smarter than Bards?

**Freddie:** Sometimes Barbarians can be smarter than a Bard.

**Anthony:** In this particular case I don't think any of us are that surprised, are we?

**Beth:** I failed.

**Anthony:** Okay, so everybody except for Ron feels this like wave of, it almost feels like an invisible fingers trying to like pull at you, but you managed to evade their grasp. But Ron, maybe it's just being in the presence of your father once again, your body just freezes up and you are paralyzed for the next minute, or until you get knocked out.

**Will:** The next minute?

**Anthony:** Yes. Which is like 10 rounds of combat.

**Beth:** Am I allowed to say anything?

**Anthony:** Yes, you can speak. Oh shit. It literally says paralyzed creatures can't move or speak, fuck it. It's an audio podcast, you can speak, but you can't move!

**Beth:** Gosh darn it. Okay.

**Freddie:** But you have to talk like a ventriloquist.

**Anthony:** But it will happen when we come to your turn.

**Beth:** Yeah.

**Anthony:** Okay. That was Bill Close's turn and he's going to just do that for now. And then we will say that Barry Oak will...

**Freddie:** Guys, look at your spells. Please. Everybody.

**Matt:** That’s what I’m doin’, I'm just fucking like...

**Anthony:** Oh shit, we got to play D&D first time ever.

**Matt:** Yup.

**Will:** Now I'm like, man, why did I fucking pick like grow plants or whatever I used in the last one?

**Matt:** I've never looked at fine print as hard as like since I was trying to get out of my student loans. This is like examining the shit right here.

[*all laugh*]

**Anthony:** Barry Oak is going to transform, and he's going to transform into a dragon. Specifically the gold dragon that you saw on the way...

**Will:** Nani? (Japanese for “What?”) That was Barry?

**Anthony:** No, no, no. He's just, he's a much higher level Druid, so he saw it and like...you can only do things up to a certain rating...

**Will:** He can turn into a fucking dragon?

**Anthony:** Mhm.

**Will:** Ah shit.

**Anthony:** And so he flies after you and he's going to try to grab you out of the sky with his claws.

**Freddie:** It's kind of outmatched there. I gotta say.

**Anthony:** Give me a dexterity.

**Matt:** I think Larks have initiative on dexterity.

**Anthony:** I feel like I'll give you a +3 because you're pretty small and he's pretty big.

**Freddie:** You’re a small target.

**Will:** He's from Pilotwings 64, so I believe I should get a +64 to all my roles.

**Anthony:** I’ll give you a +4

**Freddie:** Here's my argument, because you're a small bird that is brown...and you're flying close to the ground. It's going to be hard to, it’s gonna be very--

**Anthony:** There’s snow everywhere, he’ll be able to pick you up very easily.

**Matt:** And they already gave a plus four!

**Will:** Anthony is not fucking around right now!

**Matt:** Don't keep selling! He got a plus four.

**Anthony:** There was a time where I would let you go to Fry's Electronics and get a drone. Right now it's not that time.

[*all laugh*]

**Will:** All right, I'm doing a Dex saving throw, you said?

**Anthony:** Yes please.

**Will:** Oh, I got a 7.

**Anthony:** Okay. He snatches you out of the air. His claws grasp around you hard enough that for a second you can't breathe and you feel a genuine panic that your little adorable bird bones might snap, but he loosens up just enough to make sure that you can't wriggle out of his grasp. And he says something to you, but it's in dragon speech, so you can't really understand it.

**Will:** What does this sound like he's saying? Like is it bad?

**Anthony:** No, it sounds calm and very condescending. It's like you can almost hear the like

**Barry:** tsk tsk tsk tsk tsk. You shouldn't have tried to do that, my silly boy.

**Will:** [*hums of growing frustration and discomfort*]

**Freddie:** Will our paid mercenaries react to any of this? Will they see something's going on.

**Anthony:** Well I was going to say, you haven't given them any orders yet. So if somebody on their turn wants to spend a free action once it comes around to your turn to sort of get them into the initiative, that's something you can do basically for free just by shouting at them.

**Anthony:** And now Willy Stampler is going to go. And he goes,

**Willy:** I can't remember how many times I told you to not just play around with them. We need to show them that we can be in business. So [*head shake mouth noise*] here we go.

**Anthony:** And he is going to raise both of his hands up and rub them together and then he's going to slap the ground in front of him. And so everyone, except for Will, make a constitution saving throw.

**Matt:** Oh, fucking 18 +3. I'm rolling 19, 18, 18.

**Freddie:** 12.

**Will:** 21.

**Beth:** 9.

**Freddie:** 12 total.

**Anthony:** Beth, you and Freddie are going to take five d6 thunder damage as lightning streams down from the sky. So you got 19.

**Beth:** 19 thunder damage.

**Anthony:** 19 thunder damage. And, everyone, again not Will, but all three of you take 5d6 radiant or necrotic damage. So in Willy Stampler's case it's going to be necrotic damage. So you all take... Oh, no! 26 damage.

**Will:** What the fuck?

**Anthony:** All three of you take 26 damage and you're knock prone, as you feel this putrid, festering, undead energy crawl inside of you and you feel like it's trying to decay you from the inside out.

**Will:** That puts me immediately in death save.

**Beth:** I'm in death save as well.

**Anthony:** Really?

**Beth:** Yeah.

**Anthony:** Okay.

**Will:** Ron and Glenn are down for the count right now?

**Anthony:** Yes, they currently are.

**Will:** Oh, is Paeden damaged by all this stuff too?

**Anthony:** Oh shit.

**Matt:** If you--

**Beth:** I will be pretty mad if you kill Paeden.

**Matt:** Well, I mean. Yeah, I mean…

**Beth:** My brother.

**Anthony:** All right, Paeden is also in death saves.

[*Gasps*]

**Beth:** Fuck!

**Anthony:** Sorry. Darryl, it is your turn next.

**Matt:** Cool. What did we do with the sword?

**Anthony:** The Dimmadome sword?

**Matt:** Yeah.

**Freddie:** I think it's fair that you could say you probably have it on you.

**Anthony:** Yeah, they didn't tell you to not have any weapons on the way in so you could have it.

**Matt:** So I can only do this as a reaction. So I can do one reaction right?

**Anthony:** No, you can do as many reactions as you want.

**Matt:** No.

**Anthony:** Forever. Yes, you only do one reaction per turn.

**Matt:** Freddie, how close were you to death save?

**Freddie:** I'm in it.

**Matt:** Because I can make--

**Freddie:** Oh like exactly

**Matt:** I can get rid of two D6.

**Beth:** I'm exactly dead.

**Anthony:** Oh no, really?

**Will:** We have 45 health and we...

**Beth:** Yeah.

**Anthony:** Oh yikes.

**Will:** So you just one shotted both of them basically.

**Anthony:** Yeah.

**Will:** Okay, I can't remember how it works.

**Anthony:** So if you get minus 45 health, you are dead forever. If you get whatever minus your normal max health is, you're dead for good. If you have zero, then basically every turn you're going to roll a d20 and if the roll is 10 or higher, you get a success. And if you roll under, you get a failure. You need to get three of either kind to either succeed and basically get stabilized or die forever. If any amount of healing comes to you at all, you're back out of death savings and you're back onto your feet.

**Matt:** Strategically, I have to try to save Freddie. I'm going to, but character-wise Darryl would not use this for anybody other than Paeden. I'm just going to say, because I put my hand behind him. I'm just going to say that I don't see... I assume that Paeden did not get hit by the spell.

**Anthony:** Okay.

**Matt:** In this spur of a moment thing. And I use... it's just

**Darryl:** Pain’s, mental, dude. Pain’s mental.

**Matt:** And I use my spirit shield to reduce some of Glenn's damage... two. So four damage.

**Freddie:** So I have... I'm at four.

**Anthony:** You have four HP.

**Matt:** Okay. So you're not knocked down.

**Anthony:** So you didn't get knocked down, yeah.

**Matt:** And that was a reaction. Okay. So now it's my turn.

**Anthony:** Yes.

**Matt:** I would like to propose what... This is what I would like to do. And I get two actions as a Bard. I mean as a barbarian. And I can use...

**Anthony:** Is it two of any action or is it two actions if you're specifically attacking?

**Matt:** From now on I always get two attacks.

**Anthony:** Two attacks. Okay, cool. That's specifically different.

**Matt:** And then as a bonus action I can enter rage, which... Sure. I'm just going to do it. As a bonus action, I enter rage. Obviously I'm fucking angry because I just saw my friends get nailed. And I think I've now realized I can feel his little limp body start tipping over behind me.

**Will:** [*gasp*]

**Anthony:** Oh no.

**Matt:** And I know that Paeden's got hurt too and I'm already beating myself up.

**Anthony:** It's been a long time since we hurt kids in this podcast.

**Matt:** I'm going to say that either I had the sword or... Actually I think Henry would have had it, but I think he turned into a sparrow it just dropped would make sense. Here's what I'd like to do. I would like to shove the sword into the ground, find a nook and then grab Paeden and Ron and then extend it. So I fly backwards like a javelin.

[*group cheering*]

**Matt:** As far back as I... I'm going to go a 100 yards, just zip line away as quickly as I can.

**Anthony:** That's great.

**Freddie:** Oh, what a cool move.

**Anthony:** That’s. Very fucking cool.

**Freddie:** What a cool move!

**Anthony:** Okay, so let's see. Let's have you roll... We're going to have you roll strength to see if you can hold onto the sword while you're doing this.

**Matt:** Okay.

**Anthony:** Just roll strength save.

**Matt:** Oh, I get an advantage on strength checks. There we go.

**Anthony:** Great.

**Matt:** Oh there we go. There we go. Now my strength has plus three, so that's 18.

**Anthony:** You managed to hold your grip on the sword, so describe what happens to me.

**Matt:** I essentially wedge it into two pieces of cobblestone as deep as I can. So it's at a probably 20 degree angle, like 30 degree angle. So as I go back 70 yards, I'm only 20 feet high.

**Freddie:** Wait. Sorry. You go ahead and do that. I'm going to do some trigonometry really quick.

**Matt:** Yeah, whatever angle gets me not so high that when I let go it we fall and really hurt ourselves. So it's essentially just zipping ourselves backwards. I wedge it and then I... Is it a spell? How do you extend it? You just think it?

**Anthony:** You just think extend, yeah.

**Beth:** [*giggles*] Sorry.

**Matt:** But so as I do that, I grabbed paralyzed Ron...

**Freddie:** Just like in real life.

**Beth:** Yeah!

**Matt:** Who's canonically, he's very...

**Will:** Like a boner.

**Beth:** Yeah!

**Freddie:** Like a rigid erection, guys.

**Matt:** I grab Ron and I sling him... Because I'll say this with my two attack. I sling him over my shoulder fireman style.

**Anthony:** Okay.

**Matt:** And then I turn, so now I'm holding the sword cool cutlass style, reverse.So I'm going to be rocketing forwards. And then I grab Paeden and put him under my arm like a duffel bag and then I rocket forward with this sword.

**Anthony:** Okay. So to grab those two people, you're going to have to make a dexterity save to see if you can hold both of them.

**Freddie:** And how many feet are you going, Matt? Full extension? 100 yards?

**Matt:** I'm going to go 60 yards.

**Anthony:** 60 yards, okay. Yeah.

**Matt:** Dexterity come on, don't drop any of these guys. Oh my God. That's a 19 plus one, so that's 20.

**Freddie:** Ooo!

**Anthony:** Wow! All right, so you manage to hold onto both of them.

**Beth:** So dexterous.

**Anthony:** So Freddie, have you done your trig yet?

**Freddie:** Yes. So if you go with a five degree angle with a hypotenuse of 60 yards, you'll get at the end there at 5.23 yards off the ground, which is still pretty high. So you need to be pretty sharp.

**Matt:** You know what it is? I think it's a little higher than that because the sword starts bending.

**Freddie:** All right. Okay. All right.

**Beth:** Can you believe I just failed trig twice?

**Matt:** And as I'm flying I'm screaming,

**Darryl:** We could use some help, guys!

**Anthony:** All the Bad Dogs hear that and they go... So you'd see them begin to snap at each other and do a lot of one finger in the air rotating very quickly. They're like,

**Mercenaries:** Round it up, boys!

**Anthony:** You're going to basically fall about 20 feet I presume with that kind of an angle.

**Matt:** It's kind of like bending.

**Anthony:** Yeah, it's not going to be that bad. It's 2d6 of damage from falling.

**Matt:** It's a little cooler if I take some damage anyways.

**Freddie:** And I want to be clear, doesn't he have to roll a dex save for it because he's managed to fall from high places and roll out of it every single time so far because he's got that stunt man blood in him.

**Anthony:** Well, he's holding every...

**Will:** Oh, this is that stunt action.

**Anthony:** All right. Yeah. You can do a dex save to see if you do no damage at all.

**Freddie:** For a stunt. You've got to do a stunt.

**Matt:** It says 17 +1.

**Beth:** Oh yeah!

**Freddie:** Yeah, stunt man's blood! That's stunt man's blood!

**Anthony:** All right. How did you fucking land with these two?

**Matt:** The way it works is I actually don't fall. It slowly bends flawlessly. So I land like a graceful ballerina on the ground. I slowly place Paeden down on the ground, gently and the sword handle as it goes zipping back, connects with Stampler and flings them all the way up in the air like a pole vault and then comes flinging back down to earth. And then I just reach out and I grab Stampler, too. And then lay Stampler down next to Paeden.

**Beth:** And though I'm very near death, I just make a,

**Ron:** Oh!

[*all laugh*]

**Beth:** A damsel-adjacent expression.

**Will:** So wait, you got Ron and Paeden off?

**Matt:** Yes.

**Will:** Okay. So, Glenn is still there.

**Anthony:** Wai-Wait maybe rephrase that!

**Freddie:** Rephrase that. Rephrase that real quick.

**Will:** I said what I said!

**Matt:** Glenn is still there but he's not dead. I saved him.

**Will:** Okay.

**Anthony:** Ron is paralyzed but near Darryl and it is now your turn to make a death save.

**Beth:** Okay.

**Anthony:** And if you get a 20 that's two successes. If you get a 1, that's two failures.

**Beth:** Okay. 15.

**Anthony:** That's one success. Mark that down. So you need three to get stabilized and get back on your feet.

**Matt:** And three fails is dead.

**Anthony:** Three fails is dead. All right, Glenn, it is your turn. You are not down because of the spirit shield. So what do you want to do?

**Freddie:** It feels like there's not much I can do here.

**Anthony:** You can shout some specific things to the Bad Dogs because you still haven't told them what tactics you'd like them to take or any of that stuff.

**Freddie:** Oh that's right. That's right. Okay, so really quick guys, I want to get a read from everyone. I can do the fireworks or smoke. Fireworks: start explodes with a dazzling display. Each creature on 10 feet must succeed on constitution. Same floor become blinded. Smoke: thick, black smoke spreads out from the target at a 20 foot radius and the area is heavily obscured. Smoke persists for a minute. What do you think would be more helpful there?

**Beth:** Smoke?

**Matt:** They probably have good Constitution.

**Will:** Smoke's going to fuck us up though too, isn't it?

**Matt:** No, everybody's gone.

**Freddie:** Wait, I'm the only one there.

**Beth:** Yeah…

**Matt:** Yeah. I'm assuming smoke would make it hard to do point of sight spell.

**Anthony:** Yeah, line of sight would fuck up. It would probably get disadvantaged or certainly have a harder time moving through it, knowing where you're going.

**Matt:** What's nice about smoke is that it affects everybody, whereas...

**Will:** Freddie, if you're going to smoke these guys out, I feel like it's not pyrotechnics. It's the Omega blunt...

**Freddie:** Yeah. That's true.

**Will:** You've been hiding in your sleeve the entire time.

**Freddie:** You're right.

**Matt:** Yeah, what are we talking about? There's one answer for Glenn, which is to smoke it out.

**Freddie:** I have in my jeans this entire time, a device of my own creation called the Omega Vape and here's what it is. The problem with most vapes is that they rely on your lung capacity to draw in whatever you got going on. The Omega Vape blows past those physical barriers.

**Beth:** Oh, my goodness. That sounds awful.

[*laughter*]

**Freddie:** It's a single... This is the spell pyrotechnics, which is a Bard spell, but I'm going to use the smoke subclass of this. I'm going to smoke them out with this thick cloud of smoke in a 20 foot radius, which will completely obscure and a strong wind will dissipate it.

**Matt:** What flavor...

**Anthony:** A strong wind will dissipate it, huh? Like maybe the wings of a dragon beating?

**Matt:** Oh, yeah. There's also galling winds. There was 70 miles per hour winds.

**Anthony:** Yeah, there's a lot of wind over...

**Freddie:** All right, let me back up.

**Anthony:** So you do that, and immediately all the smoke shows up and immediately moves away.

**Freddie:** Oh no. My vape! But hold on, hold on...

**Anthony:** For a second you see Bill Close just roll his fucking eyes.

**Freddie:** Hold on, hold on, hold on. If there's a single vape that can instantly create 20 foot class smoke, anyone who is not attuned to the bud is going to be affected. So I think there's some fucking constitutional saves going to be rolled here.

**Beth:** Yeah.

**Freddie:** Could you imagine getting blasted...

**Beth:** Yeah, it's like a reverse dust devil of weed.

**Anthony:** Okay. Okay.

**Will:** I would say, but then Glenn has to make the Constitution save as well.

**Freddie:** I agree.

**Matt:** But he has advantage because he's used to it.

**Anthony:** Yeah, they means everybody around you needs it. It means Darryl. That means Ron.

**Freddie:** No, no, no. It's a 20 foot radius.

**Anthony:** You're 60 yards away?

[*noises of dissent*]

**Anthony:** Oh you didn't grab him. Right. Okay. Okay. Okay.

**Freddie:** I'm ne[*incomprehensible Freddie noise*]. It's just to be clear, I'm next to them. I'm the only dad next to them right now.

**Anthony:** I'm Sorry. Okay. So yes.

**Freddie:** Let me describe what this is. I activated the Omega Vape, which created a 20 foot cloud of the dankest juices. It's a strawberry flavor.

**Beth:** [*laughing*] I hate it! Thanks!

**Freddie:** Probably like a strawberry flavor. But! As a defensive mechanism, like a skunk or a squid. I believe that this California legal Kush is probably going to affect these old timers who haven't had anything stronger than anything they've even... This shit strong as fuck now dude!

**Anthony:** Well, so here's the thing. You're correct. Usually they'd get disadvantaged on our constitution saving throws, but because of those strong winds, they get advantaged. They cancel each other out. So just going to get straight ass constitution rolls.

**Freddie:** That's fair.

**Matt:** Okay, so Darryl just like fucking flew 60 yards with a sword and caught Paeden and Ron and placed them down and turns around and just sees Glenn just.

**Beth:** Vaping?

**Matt:** Smo— Vaping on the bridge.

**Will:** After using spiritual ancestors to prevent Glenn from dying.

**Anthony:** This is why you protected him.

**Matt:** I just see him vaping on the bridge.

**Anthony:** You knew exactly what would happen.

**Freddie:** This is the most on-brand move for Glenn. In the history of on-brand moves and you're just jealous.

**Anthony:** You go ahead and make your constitution save first.

**Freddie:** That's going to be a 15 and this is a con 14 for...

**Anthony:** 14. Okay, cool. So you're fine. So Bill Close is going to roll 17 he's fine.

**Freddie:** He's used to it.

**Anthony:** Yeah. He's like,

**Bill:** [*unimpressed noise*]Where do you think you fucking got it from?

**Freddie:** That's fair. That's fair.

**Anthony:** And Willy takes an inhale and his eye's pupils dilate, just a little bit and he's like...

[*all laugh*]

**Will:** Sitar music starts playing.

**Anthony:** Okay, so that is your turn.

**Freddie:** So I'm going to take the opportunity to run then.

**Anthony:** Okay.

**Matt:** 15 feet, I guess.

**Anthony:** Yeah. You get to run 15 feet, so you're still going to be on the bridge. You're going to be at, he can get a full move and still catch up to you if that's what he wants to do.

**Freddie:** I mean, what else can I do?

**Matt:** Yeah, yeah, you should!

**Anthony:** That's fine.

**Freddie:** I'm running.

**Anthony:** I mean, yeah, seldom to D&D where on your turn you can do some stuff.

**Freddie:** I'm running towards an army! That's the only time. Like that's a cool thing. Granted is running away from my dad, but you know.

[*laughter*]

**Anthony:** All right, now it is Henry's turn. Henry, you were in the grip of a dragon.

**Will:** Henry's thrashing around in the grip of this drag and he looks up into his father's eyes and a language he has never spoken before, Druidic, flies out of his mouth and he says,

**Henry:** Father, why are you doing this? What's going on?

**Anthony:** So your father looks down at you with this big dragon eyes and he coughs. He was previous to the speaking dragon tongue, but now you hear Druidic come from him and he goes like,

**Barry:** Ah, I see you're beginning to remember, aren't you? Who you truly are.

**Will:** That door in Henry's brain starts to crack a little bit more! And a vision of... all right, what's the biggest fucking bird I can turn into? Like in D&D land?

[*laughter*]

**Anthony:** [*googling voice*] D&D Birds...

**Freddie:** D&D birds?

**Anthony:** You could turn into a giant eagle, giant vulture, a giant duck, a giant Canary.

**Beth:** A giant duck, please.

**Matt:** Stemphylium bird? What the fuck is a stemphylium bird?

**Freddie:** Giant duck, giant duck.

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

[*all laugh*]

**Will:** The door in Henry's mind cracks and for an instant, a flash occurs to him of a giant duck. The size of -how big are ducks in fucking Dungeons and Dragons?

**Anthony:** Let's see. A giant duck is 11 feet tall and five feet wide.

**Freddie**: [*off-mic joyous cackling*]

**Matt:** Oh shit. That's incredible.

**Will:** Hell yeah! All right. So Henry turns into a giant duck to try to break out of his father's grasp.

**Anthony:** Awesome. Okay. So he's going to try to roll dexterity with disadvantage cause he didn't expect... that.

**Will:** And Henry looks into his dad's eyes in Druidic and says,

**Henry:** Duck.

**Freddie:** [*chanting*] Psychic hit!

**Anthony:** All right. So you also said that's also pretty good dad jokes. You have a d4 of damage you can do to anybody.

**Will:** I'm doing it to him.

**Anthony:** Clearly.

**Matt:** Do it to Freddy, just finish him off.

[*all laugh*]

**Anthony:** All right, so how much damage did you do?

**Will:** I did one damage to him.

**Anthony:** Okay, so you do one damage and you see his eye almost begins to Twitch and you're like, "Oh here it is. Here it is. This is one damage to my daddy is going to feel like".

**Anthony:** And then let you hear this... it's in your mind. It's like when you play a video game and a video game is trying to convince you that a character cannot take damage cause when you shoot them it goes Ping.

**Freddie:** Ah, weird metallic ping thing.

**Anthony:** Yeah, you hear a metallic ping as he goes,

**Barry:** Oh...Oh, that was adorable on so many levels. That was, good. You'll do better next time.

**Beth:** They ricochet!

**Barry:** I can see how hard you're trying.

**Matt:** And he goes, "Oh, this is a boss fight that's going to end in the cut scene. There's no way you can beat me right now."

**Will:** Do I break out of his grasp?

**Anthony:** So yes you do. So he fails to hold on to you. So you are an 11 foot size duck.

**Will:** All right.

**Anthony:** It's flying free.

**Will:** I'm going to pull up fucking Lord of the rings and swoop down to grab Glenn.

**Anthony:** Okay.

**Will:** Nice.

**Anthony:** So go ahead and roll dexterity, see if you can grab him in your webbed feet, which are not very good for grabbing.

**Beth:** Yeah, they're really....

**Will:** I'm going to use my bill, dog!

**Anthony:** Oh, okay.

**Will:** Put up on my bill!

**Anthony:** So duck pills are pretty brutal. They can actually do a lot of damage. So roll...

**Will:** Can they? Oh shit.

**Anthony:** No, it's fine! It just means you have to roll dexterity to make sure you don't crush it.

**Matt:** You do the collar, you're going for the shirt.

**Freddie:** Yeah, go for a little shirt.

**Will:** Oh shit. Yeah, that's a 17 plus two my dude. 19!

**Anthony:** Okay, so describe how you pick up Glenn.

**Will:** So, I'm swooping with big duck arms and I come in at a sharp angle. I bank at the last minute and go sideways. Like you're in a Starfox and you're trying to get through one of those little gates to get a little power up.

**Freddie:** Yeah, yeah, yeah holding L or R.

**Will:** Yeah. And then I opened my bill up and I just kind of, [*Honk thay sounds like "waah"*] I just kind of... I just kind of honk on him. On the sides and then I pivot out and I fly out.

**Anthony:** Okay, cool.

**Beth:** And he shouts, Aflac!

**Anthony:** So now it is the Bad Dogs' turn. So the Bad Dogs can see that basically all of you are pretty distant from all of the bad guys. Okay. So now you actually have to make some stakes in the ground. How many archers did you get? How many pikemen did you get? How many shield bearers did you get?

**Will:** I feel like the last time we left it, it was Freddy's dumb one of each attack turtle moves. So I think it should be that.

**Matt:** 30 30.

**Freddie:** 30 30. So it's whatever.

**Will:** It should be an ESPN 30 for 30 for 30.

**Beth:** Yeah.

**Freddie:** 66, 66 and 66. And then...

**Matt:** Then they killed one guy.

**Anthony:** One guy's Doug.

**Matt:** He took it really literal.

**Anthony:** The one guy's Doug who has no abilities

**Freddie:** Oh yeah, Doug.

**Anthony:** Okay. So 66 archers pull back their bows and before they fire they go,

**Mercenaries:** Pick a target!

**Freddie:** Oh, they're talking to us, guys.

**Anthony:** They're talking to you. Tell 'em who to shoot at.

**Matt:** Darryl's like,

**Darryl:** Dragon!

**Anthony:** Okay.

**Matt:** Hopefully Henry's not mad that I pointed all the arrows in his dad. I'm just screaming dragon.

**Will:** This would have been a great time for one of us to have a dad laser pointer to just boop the dragons.

**Freddie:** Oh!

**Will:** You know what I mean?

**Freddie:** Yeah. We still have one more thing we can get from Fry's.

**Will:** Do you want to get a laser pointer from Fry's right now? It will be...

**Freddie:** I think it'd be really stupid not to get a battery solar charger.

**Will:** Oh, like a…

**Matt:** Yeah, but you didn't get cables with it.

**Anthony:** So of all the arrows that got shot, 22 of them hit.

**Freddie:** Whoa!

**Anthony:** So they're going to do five piercing damage.

**Will:** Five piercing damage each or five total?

**Anthony:** Each.

**Beth:** Oh!

**Freddie:** Okay.

**Freddie:** I love that Doug. The one thing he has is like this eagle eye ability to commentate. He's like,

**Freddie!Doug:** [*monotone*] Oh, 22 of those hit.

**Anthony:** Yeah!

**Will:** What's this? Rainman or something?

**Doug:** Each of them did five damage. So that's about 110 damage on that dragon. That's pretty good.

**Anthony:** But he's like golf commentator.

[*all laugh*]

**Freddie:** Yeah!

**Anthony:** Okay. So unlike when Henry told the dad joke, you can see that the arrows actually sink into his body and he's a dragon. So he very quickly shakes them all out. But you could see some blood drawn by these arrows. So your dad, Barry Oak and dragon form has taken 110 damage and he shook it off pretty easily. But he did take the damage.

**Anthony:** Okay, so now the shield bearers are going to move up. They're going to dash basically to try to get on the bridge. They're going to try and go for sort of a Thermopylae thing and try to block the bridge from the other dads or the bad dads, if you're okay with that.

**Matt:** What would we do if we did not have mercenaries with us?

**Beth:** Thank God we argued for four episodes.

**Matt:** It was worth it.

**Beth:** Ultimately, looking back, right decision.

**Anthony:** And then 66 pikeman follow them as well. So they sprint up. Oh actually here's the question. So they're going to have to run past you on the way there.

**Freddie:** I'm in the air.

**Anthony:** Do you want them to form a phalanx? No, not you. Sorry to Darryl and Paeden and Ron.

**Will:** They already Dimadome vaulted 60 yards back.

**Anthony:** Yeah, backwards. Right? So they're going to run past you on the way to the bridge. So do you want them to stop near you and form a phalanx? Do you want to have some of them form a phalanx around you or do you want to have all of them run up to the bridge?

**Matt:** I say,

**Darryl:** Protect the boy!

**Matt:** And I essentially motion for about 20 of them to stay and make a shield around me with the two bodies next to me.

**Anthony:** You're basically going to have 10 shield bearers and 10 pikeman surround you and do phalanx things in case somebody tries to get close.

**Matt:** Yes.

**Anthony:** Okay. That makes sense.

**Matt:** Cause they're still a dragon also.

**Anthony:** Right. So 56-

**Freddie:** Henry already got Close.

**Will:** Oooooooh!

**Anthony:** So 56 shield bearers and 56 pikemen run up to the bridge and they spend their whole actions getting there in a dash. Okay. So it is the bad dads turn again. First Bill Close. So he sees all this crazy shit happen and he is going to... how far away are you Glenn?

**Will:** Well I picked him up.

**Anthony:** Oh, you picked him up. So you're in the sky, but you're probably like...

**Will:** Still pretty close. I would imagine.

**Anthony:** Yeah, you're within 60 feet.

**Will:** Well, how far can a large duck go?

**Anthony:** [*laughs*]

**Will:** I love this. I love-

**Freddie:** What's the laden—

**Anthony:** What is the airspeed velocity of an unladen duck?

**Will:** My favorite part of the podcast is when I pull a new animal out of my ass. I've done no research. And then I make Anthony answer all my questions about it.

**Anthony:** So let's say you're whatever distance he can run, you're still within 60 feet.

**Freddie:** So hold on. Ducks are 40 to 60 miles an hour.

**Anthony:** Okay.

**Freddie:** And-

**Beth:** Wait, real ducks?

**Freddie:** Yeah! Amazing waterfowl facts ducks.org is telling me.

**Beth:** Oh my God!

**Freddie:** That waterfowl-

**Anthony:** Somebody at ducks.org is like, "Guys, we got another hit, we got another hit!"

**Matt:** A big duck would probably go slower, and he's got your weight.

**Beth:** Somebody's got a new home page!

**Freddie:** Well, no, because no, that's not quite necessarily the case because the big duck has larger force, right? Like...

**Anthony:** Yeah, but gravity is enacting on it. It's why Godzilla can't exist because he's too big and he would not be able to move.

**Will:** Okay, well if we're in Godzilla can't exist land...

**Anthony:** Either way, you are within range of Bill Close's Calm Emotions spell. So he's going to aim up at Henry and Glenn. And both of you are going to have to make a Charisma saving throw.

**Will:** Glenn's going to react with mental barrier. Now mental barrier allows me to protect my mind with a wall of looping repetitive thought. In this case, the lyrics to Livin' on a Prayer. I'm just like,

**Glenn's mind:** [*singing*]We're halfway there...

**Anthony:** Okay. So that means...

**Matt:** We're halfway there... because it's got to be a quick loop.

**Anthony:** Yeah. What does that mean? You would get advantage on the roll or you don't have to roll?

**Freddie:** That means I got advantage on that shit, motherfucker.

**Anthony:** Okay, so both of you give me a Constitution rolls. or, sorry, Charisma rolls.

**Will:** Okay. So this is a charm spell, right?

**Anthony:** Yes.

**Will:** Okay. So...

**Anthony:** It turns out ducks are immune to be charmed.

**Will:** No!

**Will:** So Henry, as part of his traits as because I kind of specked him as a wood elf back when we did these characters. He has Fae ancestry, which grades have an advantage on, saves against being charmed.

**Anthony:** Ooh.

**Will:** So I get this one with advantage.

**Anthony:** Okay.

**Matt:** Both of you get an advantage.

**Anthony:** Bill Close wasted his fucking turn.

**Will:** [*rolling sound*] Shit. I'm going to need it. [*rolling sound*] I'm going to need it again. I'm going to burn my inspiration from that dad joke. [*rolling sound*] Oh my God.

**Anthony:** Woof.

**Will:** Strike out! Okay, so what about you Glenn?

**Freddie:** I have 13 +6, 19.

**Anthony:** Okay, so you are just as rowdy as ever, but Henry, you suddenly feel this very Zen sense of calm come over you. It's like the tightness in your stomach that's been here ever since you came to castle Raven Loft. Just sort of relaxes and you feel like—

**Will:** Oh wait. This is when I pass the retainer.

[*all laugh*]

**Anthony:** One the Bad Dogs near below, something hits him on. He's like,

**Bad Dog:** What the fuck?!

**Anthony:** So you relax completely, which includes relaxing your grip on Glenn. So Glenn, you're going to make a dexterity saving throw.

**Freddie:** Mm-hmm (affirmative).

**Anthony:** So you're going to fall 30 feet, which will be 3d6.

**Will:** Oh my God.

**Beth:** Oh my God.

**Anthony:** If you save, you'll only take like, half it.

**Matt:** Well, he's only four health.

**Freddie:** 19 +6, 25 on the deck, saving for us.

**Matt:** Your dex is a six?

**Anthony:** 25? Holy shit.

**Matt:** How's your Dex +6?

**Freddie:** I don't know, Matt! It's because the fucking thing on my computer with my character, she tells me this. I don't know how this fucking math works, dude! What do I look like, Gary Gygax? I don't know how this works!

**Anthony:** Specifically...

**Beth:** He just did a trigonometry problem!

**Matt:** No, it's just specifically dexterity because like the normal stats don’t have like that high of stuff.

**Anthony:** Yeah, it says +6 to dexterity?

**Freddie:** “Saving Throw Modifiers.”

**Anthony:** Wow. Okay, cool.

**Freddie:** Now look, to be fair, I have zero strength. I have negative one wis... Everything else was like one or zero.

**Matt:** There's a whole section! Guys, you know there's a whole section called “Saving Throws Modifiers”, which I did not know.

**Freddie:** Oh, christ.

**Matt:** I've just been doing the plus on the top! I've been getting plus six I have plus six on strength. God.

**Anthony:** I mean, for saving throws which is different.

**Matt:** Yeah. And constitution, though. Which I've done a lot and I only have been doing +3 on that. Anyways, all right.

**Anthony:** Only took us a year, ladies and gents. Okay, so you take 1d3 of damage.

**Will:** Ooh.

**Freddie:** That's fine. I have four, so.

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

**Freddie:** I have one damage.

**Anthony:** Okay, cool. So yeah, you land. All right.

**Freddie:** A light scuff.

**Anthony:** Just a light scuff.

**Matt:** You took 1 damage so you have 3 damages left?

**Freddie:** Yeah.

**Anthony:** Barry Oak sees his son get very, very calm.

**Freddie:** Just to be clear, am I in front of our Bad Dogs or am I behind the lines now?

**Anthony:** Oh sorry. You are in front of the Bad Dogs still because you're within 60 feet.

**Freddie:** Okay.

**Anthony:** So you'll have to run through them.

**Freddie:** Okay.

**Matt:** So he's on the bridge.

**Anthony:** Yeah, you're on the bridge still.

**Freddie:** Okay.

**Will:** At least I did not drop you over the abyss.

**Freddie:** That's true. Yes.

**Anthony:** Barry Oak sees his son get calm and chill and he's like,

**Barry:** That's exactly what I was saying. That's exactly what you need to do. I am so proud of you. So we'll talk about this later. I think if you move through your Vinyasa a little bit more cleanly, I think you'll actually be able to feel in this kind of like vibe all the time. But we'll talk about that later. Daddy's going to go eat some people. Be right back!

[*group noises of hating all of that*]

**Anthony:** And so he lands on the bridge and transforms into a giant scorpion and he is going to...

**Will:** Oh, shit, it's Ruby Weapon guys!

**Anthony:** So he's going to move forward and engage the Bad Dogs. He's going to swipe his poisonous tail from left to right and this arc and try to hit the front 20 guys.

**Will:** Is this going to hit Glenn, too?

**Anthony:** No, I don't think he would because he's got a big old long tail so he can arch it over them. It's like a big old jump rope...

**Matt:** And Glenn's on the ground.

**Anthony:** And Glenn's on the ground.

**Freddie:** In a blade pose.

**Beth:** Obviously.

**Anthony:** But your wrist turned just a little bit too much.

**Freddie:** Just a little too much.

**Matt:** He’s in the blade pose and scorpion arm goes like right over his head like…[*whoosh noise*]

**Anthony:** Yeah. It's going to be actually kind of cool looking. Okay, so he's going to roll an attack on the front 20 Bad Dog shield men. So that's going to be...

**Freddie:** Worked for the Romans. They took down Hannibal! ...‘s elephants!

**Anthony:** It can be a 22 to hit.

**Freddie:** Oh boy.

**Anthony:** So I'm assuming it's going to hit him. So there's 20 of them. I will use rolladie.net and have him roll 20 separate times, so...

**Will:** Whoa. It's like galaxy brain DM energy right now.

**Freddie:** Rolladie.net?

**Matt:** I know I'm going there, too.

**Beth:** This episode brought to you by ducks.org and rolladie.net.

**Matt:** I don't know what I was expecting but pretty much what you think it is.

**Freddie:** It turns out rolladie.net looks exactly like you would expect.

**Will:** All right, I'm going to Google it.

**Beth:** Ugh, fine.

**Will:** Oh my God. This is exactly how I pictured it. It's everything I...

**Anthony:** Just like in the simulations!

**Will:** Just like in the simulations!

**Anthony:** All right. So, 13 of the Bad Dogs managed to keep their shields up and ping! his stinger. Like "bing, bing, bing, bing, bing!" Like, bounces off of them, but seven of them are not quite quick enough. They begin to get their shields up but not quite in time. So the singer bounces up off the shield and hits them in the neck as it goes by and just sort of slices at them. And if it weren't for the fact that their necks had been sliced open, the green poison that you can see sort of seeping into their veins would kill them off. And they just like... They just drop, and they are dead.

**Will:** Ooh it's like some Starship Troopers shit right now.

**Anthony:** So you have seven fewer shield bearers.

**Matt:** I guess it's more money for the rest of everybody else.

**Freddie:** More money for the rest of them. That's why they're able to keep the morale. That's the secret of the Bad Dog Mercenary Guild...

**Beth:** Is that they all hate each other.

**Freddie:** Is that secretly, they know that anyone who goes down, they split the money better.

**Will:** What it's like a tontine or something like that?

**Anthony:** Okay. So now Willy Stampler. Glenn is in range. He's going to walk up...

**Matt:** Willy's high now.

**Freddie:** I had to look that up, Will. An annuity shared by subscribers to a loan or a common fund, increasing as subscribers die until the last survivor enjoys the... Yes, that is exactly it.

**Will:** Thank you.

**Anthony:** So Willy is high and he could do something that is...

**Will:** More like Willy Nelson, am I right?

**Anthony:** So he could do the strategically smart thing, or he could do the thing that he thinks is going to be kind of fun.

**Will:** [*grossed out*] Ohh…

**Anthony:** So he walks up until Glenn is within range. He points at you, snaps his finger and he casts Harm. So give me a constitution saving throw.

**Freddie:** Three. I'm going to burn my inspiration from a dad joke previously and go again. 15 plus one, 16.

**Anthony:** So Harm? Is necrotic damage that sort of infects you from inside. It unleashes a virulent disease on you. And it does... So this is going to sound bad. It does 14d6 necrotic damage on an unsuccessful save. On a successful save, it does half, so he did 22 damage to you. But, the thing about harm is that it cannot actually take your targets' hit points below one. But the most intense pain you have ever felt in your entire life wracks your body from the inside. It's like you are on fire from the... It's like acid is eating you out from the chest, outward.

**Beth:** [*loud cackling*]

**Freddie:** Interesting phrasing once again. Interesting.

[*all laughing*]

**Anthony:** In you-- Eating you from within you, from the che--You know what? The damage is done! The damage is done!

**Matt:** How quickly Beth's eyes lit up was insane.

**Anthony:** It is like you're... I fucked that up real bad.

**Will:** Oh, no.

**Matt:** Did y'all see that? Beth was almost asleep, she was just sitting here very calmly and the moment you said, she just popped up.

**Anthony:** So yeah, you have...

**Matt:** Very funny.

**Anthony:** You have one damage and you are in the most intense and horrible pain you've ever been in your entire life. And Will goes like, "huh huh".

**Will:** So it did... But it did two damage?

**Anthony:** It did 22 damage or whatever the hell.

**Will:** But he only took him down two hit points.

**Anthony:** Right, exactly.

**Will:** So it's like stepping on a Lego, basically.

**Anthony:** Yeah, exactly. It's like your entire body is stepping on Legos from the inside.

**Freddie:** It's like you're passing a kidney stone that's a Lego.

[*more laughter*]

**Will:** Oh, god, no!

**Anthony:** That's great. Actually, you know what? You know what? That's exactly what it is. All the shit I said about it eating you out or whatever, no it's like you're passing a Lego.

**Will then Freddie:** [*ooh of sympathy*]

**Anthony:** Okay, so now it is Darryl's turn.

**Matt:** Okay, so I'm behind the people with the shields and Glenn is passing a kidney stone on the bridge.

**Anthony:** He's passing a Lego.

**Matt:** Yeah a Lego kidney stone and... are you just like floating? Are you just casually... It's still moving forward?

**Wil:** Yeah, what happened after I zenned out? I'm still flying, right?

**Anthony:** You know it looks like you're floating in a pool of water that's been like splashed once and the waves are sort of rippling. It's like you're doing that but in the air where you're just kind of like hovering in space.

**Matt:** I like to think of it as like his controller turned off and he's just...

**Anthony:** Oh right cause ducks can't hover. Yeah. So you're sort of drifting through the air, like a glider with your arms out. Sort of floating with no particular direction.

**Freddie:** You got to send these Bad Dogs to come pick up my...

**Matt:** Yeah, so I grabbed two of the... I guess pikemen cause they'd be behind the shield guys and I say,

**Darryl:** Bring them to the van!

**Matt:** And I point to Paden and Ron.

**Will:** Does the mercenary army have any doctors or anything? Is there a medic associated with this army? That feels like something they'd have.

**Freddie:** Feels like Doug would have something to do with it.

**Anthony:** Dough, yeah. Doug's probably got a first aid kit back at the van.

**Will:** I feel like we should try... Doug should try to stabilize Ron and Paden.

**Anthony:** Also, I forgot to do Paden's first death save…

**Will:** [*horrified inhale*]

**Anthony:** And he rolls a five which is not enough. So, that's one failure.

[*group fear noises*]

**Matt:** Are his eyes open or anything?

**Anthony:** His eyes are open but nobody is home.

**Will:** Oh my God, I'm so stressed out.

**Matt:** You're going to be okay buddy. I look at soldiers, I guess Doug's here too, and I say

**Darryl:** Get them out here and take care of them.

**Anthony:** Okay. So the Bad Dogs will... On their turn, they grab him and they will start moving and Doug will basically be... It'll be like ER ways running with them, trying to heal Paeden as he goes.

**Matt:** Okay. And then I guess I lift up the sword, which is still...

**Will:** It's like a catapult now, isn't it?

**Matt:** Still at 60 yards.

**Will:** How much tension is on that thing?

**Matt:** I'm just going to bring it down on...

**Anthony:** 300 pounds.

**Freddie:** We need some help over here.

**Will:** Use strength check baby, he's a fucking barbarian.

**Matt:** Yeah, I’ll strength check.

**Anthony:** Okay!

**Freddie:** He's got other people with him, he's got people with him!

**Matt:** And I’ve got rage.

**Anthony:** Okay, so the disadvantage--

**Beth:** And he does crossfit!

**Matt:** Also, adrenaline. This is like lifting a car up that's like rolled over my kid or something.

**Freddie:** On your kid?

**Will:** Wait, Darryl, Darryl also remember, you can also... You can retract it to when it's the size of a dagger--

**Freddie:** That’s true!

**Will:** --raise it, activate it and then bring it down.

**Matt:** That's true.

**Freddie:** That’s true! Darryl knows that...

**Will:** You can bring it down on the arc.

**Freddie:** When you're measuring your room in your house, you don't take the whole thing all the way out and try to measure the room. You start with it really small.

**Will:** But first you play around with it like it's a lightsaber.

**Freddie:** Yes. Yes, 100%.

**Anthony:** And then you see how far you can make it go before it breaks, and then yeah.

**Freddie:** Yeah, yeah, yeah.

**Beth:** Are you guys talking about penises or tape measures?

**Matt:** Yeah, we’re talking about penises.

**Anthony:** It’s a tape measure!

**Matt:** Tape measures.

**Freddie:** Hey!

**Will:** Everything a man says is also about his penis.

[*group agreeing sounds*]

**Anthony:** It's both, it can be many things.

**Beth:** Yeah.

**Matt:** Okay, so I'm assuming everybody just has ran around making sure they're not touching the sword. So I retract it and I lift it up and then I shoot it up a hundred yards. I shoot up a hundred yards...

**Anthony:** I come.

**Matt:** I come... A hundred... I make my metaphorical dick a hundred yards long.

[*group hysterical cackling*]

**Matt:** And I point it straight into the sky and I go

**Darryl:** Split!

**Matt:** So that I won't bring it down on any of the soldiers. They all move away…

**Anthony:** Oh, cool

**Will:** ...And I kill Glenn.

[*all laughing*]

**Matt:** ...and I slam...and I bring my massive unit down onto the scorpion.

[*Beth broken cackling*]

**Will:** This is peak Dungeons and Dragons!

**Freddie:** This is so fucking metal.

**Will:** This is why it was made!

**Anthony:** So Glenn, make a disadvantage dexterity roll.

**Matt:** Hold on--

**Freddie:** He knows that it’s gonna be--

**Matt:** I'm definitely not aiming it... I'm aiming it away from Glenn.

[*Beth broken cackling continues*]

**Anthony:** I know, but it's... A, it's a big sword, and B, he was directly behind the scorpion.

**Matt:** Okay, okay. Fine. Can I roll a dexterity to make sure to make sure I don't hit Glenn also? I'm aiming it.

**Anthony:** Okay, sure, sure, sure.

[*Beth still dying in the back*]

**Matt:** I'm aiming my… [*laughs*]

**Freddie:** Beth is completely gone.

**Will:** Beth is out.

**Matt:** Don’t want any friendly fire.

**Beth:** [*still laughing hysterically*] Sorry! It’s the- it's the combination of eating out and then coming. Ah! Oh my god, this is the fucking dumbest podcast...

[*group laughter*]

**Beth:** Ass and eating out and coming with the tape measure… [*divolves into laughter*]

**Anthony:** This is a good episode.

[*more laughing*]

**Anthony:** I like this episode.

**Freddie:** It's a fun episode.

**Matt:** I don't know what number I'm supposed to save-- two? But I got 16.

**Anthony:** You got a 16?

**Will:** Yeah, I got 15 +1 Dexterity.

**Anthony:** Okay, so that means it cancels out your disadvantage from being in insane pain.

**Freddie:** So just a regular... dex saving roll.

**Anthony:** So it's a regular Dexterity roll.

**Freddie:** Ba-da-boom. 18. 18 +6.

**Anthony:** Okay. Describe how you dodge out of the way of this fucking sword.

**Will:** While passing a Lego.

**Freddie:** I think it's just-- I think it's just pure luck. I'm writhing around so much. It's harder to hit a moving target. So just by pure luck, I'm just out of it the way.

**Anthony:** Okay, so what happens is...

**Freddie:** I'm just like,

**Glenn:** Ahh! Ahhh!

[*group laughter*]

**Anthony:** All the Bad Dogs do exactly what you said when you said “split”, cause that was a great one word order. So they just immediately moved to the sides. Like you're parting the Red Sea and the sword comes down. So he succeeds on his evasion roll, and the scorpion, as it's coming at it, it dodges out of the way deftly.

**Matt:** How big is the scorpion though?

**Anthony:** He's big, but I mean how big is the blade? Did you bring it down flat end or did you bring it down blade end?

**Matt:** No I'm just imagining like the scorpion is like the size of the bridge so I'm just imagining the scorpion doesn't really have anywhere to go, but you know.

**Anthony:** No, you know what? Like on an ATV when you go...

**Will:** A star fox barrel roll!

**Anthony:** Yeah, well yeah, yeah. Basically he like went up on his two left legs and then like, "*f-shing!*" And then went down right next to him.

**Beth:** Or he's like an insect so he could just kind of like go upside down maybe.

**Anthony:** Oh I guess, yeah, you could go on the bottom of the bridge if you want to.

[*agreement noises*]

**Will:** Ooh creepy!

**Anthony:** That's way better. Yeah he sees it coming and he just it as it climbs under the bridge and sort of stays there. Just like every spider that you have ever not known was next to you in your entire life.

**All but Anthony:** *No!*

**Beth:** Oh, no!

**Anthony:** Which is most spiders. It's also going to come down on Willy's head and Willy's going to roll. Cool. Oh he's got to do it with disadvantage because he's high. Still cool.

**Beth:** No!

**Anthony:** So the Demidom sword comes down at Willy's head, like perfectly going to split his bald head in twain. And he's still chuckling about all the pain that Glenn is in. And then, right as it's about to hit him like a millimeter away from his fucking head with insane lightening speed, his hand comes up, [*ninja swish noise*] and grabs the sword.

**Will:** Who the fuck is this guy?

**Anthony:** And black ooze starts to come from his veins in his hand and travels down the length of the sword and is beginning to creep towards you essentially and you feel it getting more brittle in your hand.

**Matt:** Okay, so he's got death magic.

**Anthony:** Okay, so that was...

**Matt:** If he was a magic the gathering player, he would have an all black deck.

**Anthony:** All black, all black. Ron. It is now... you got to go into death saves again.

**Beth:** Oh shit. Fudge. Fudge! I got a five. I failed.

**Anthony:** That's another failure. So you have...

**Beth:** I have one success, one failure.

**Anthony:** One success, one failure. Okay, cool. It is now... Freddie's turn.

**Freddie:** I'm still wracked with pain, right? Can I do anything here?

**Anthony:** Yeah. No, it's not an ongoing effect. It just means until it's your next turn and you have a disadvantage or some shit.

**Freddie:** So I'm good now.

**Anthony:** You're basically fine. You had the most horrible pain you've ever had, but now it's passed.

**Matt:** This battle goes like *Prisoner of Azkaban* for Ron and Hermione. It's like, Hermione turns into a cabbage, it's just not in the movie. Ron's just passed out. I'm sorry, Ron.

**Freddie:** I think I'm going to... I'm going to get up and be like,

**Glenn:** Huh, that wasn't so bad.

**Anthony:** Also, taking any damage when you're calm will make you not calm anymore. So if somebody hits Henry, he'll be out of it.

**Freddie:** Okay. But is Henry... I assume Henry's gliding towards the van at this point.

**Anthony:** Correct, yeah. He's actually going in kind of the right direction.

**Will:** Oh okay, well.

**Freddie:** I think you're going to naturally kind of solve that problem on your own, my man. Gravity's going to do its work. So I'm close enough to get behind the lines now at this point, right?

**Anthony:** Yeah, for sure.

**Will:** So just to clarify, so far the battle: Glenn has smoked a vape, Ron died, Henry turned into a duck and then just glided around and then Darryl fucking blade lept off a giant sword, rescued two people, watched an attack with an entire army, and then fucking Judo chopped a huge sword down on the two biggest bad guys in the entire game.

**Anthony:** Don't sell yourself short. You also tried to pick up Glenn and then dropped him immediately.

[*group laugh*]

**Freddie:** So I'm going to run...

**Matt:** I’m thinking Darryl's shirt is also kind of ripped now.

**Freddie:** Alright.

**Beth:** Stop it.

**Anthony:** All right, we've established that he's hotter now. Well, not hotter, skinnier.

**Matt:** No he's getting uglier because he's the Chris Pratt paradox.

**Anthony:** Yeah, you're actually... It's getting less sexy than more exposed you get.

**Freddie:** So I'm going to run past the line of defense and also, you know, give some encouraging words.

**Glenn:** Hey guys, you're doing a good job! You're killing it out here!

**Beth:** Good dogs.

**Freddie:** I'm going to give bardic inspiration to the entire army as I run by.

**Anthony:** Great! Fantastic!

**Will:** Freddie, can I point of order? Would it not be you singing *You've Got The Touch* by Stan Bush? To this army?

**Freddie:** Oh 100%. I'd be like,

**Glenn:** Yeah boys, you guys are doing great! You got the touch!

**Freddie:** And I'll wait... And then I'm waiting for them to respond and I realize they don't know the song.

**Anthony:** They don't know the lyrics.

**Freddie:** I'm like,

**Glenn:** It's "You got the power guys. It's a call and response." It's like "You got the touch!”

**Freddie:** And then all of them go like--

**Bad Dogs:** You've got the power.

**Freddie:** And they feel. Inspired.

**Anthony:** Great. So they get a what?

**Freddie:** One D8 for 10 minutes, any ability check, attack roll, or saving role.

**Anthony:** Fantastic.

**Freddie:** So that's their buff.

**Anthony:** That’s huge.

**Freddie:** And I'm running past.

**Beth:** More like bark-ic inspiration.

**Freddie:** That's a bonus action. So I'm going to take the time also here to cure my wounds because I'm too low.

**Matt:** I heard that, Beth.

**Beth:** Thanks, Matt.

**Matt:** It was good.

**Anthony:** What was it?

**Freddie:** I’m gonna cast... my fatty care wounds. So that's four D8 plus three, so...

**Anthony:** So it was a dad joke?

**Matt:** It was a dad joke.

**Anthony:** Okay cool. So then you get a d4 of damage to redirect wherever you want and you get an inspiration whenever you want.

**Beth:** Oh fabulous. I should lie about that all the time now.

**Will:** Yeah, I know.

**Anthony:** So you're unconscious and you're still like, whatever the dad joke you just said was, just sort of comes out of your lips out uncontrollably?

**Beth:** "What's that Ron?"

**Ron:** More like bark-ic inspiration.

**Freddie:** I heal 23.

**Anthony:** Ooh, big boy.

**Freddie:** So 20...

**Anthony:** Hope you all are keeping your spell slots counted and stuff, too.

**Freddie:** Yeah, I have it.

**Anthony:** You can't just go willy nilly.

**Freddie:** No, no, no. No, no, no. I'm up at 23 health, now.

**Anthony:** Okay, cool. So Henry, it is your turn.

**Will:** Okay, what can I do with my Zen shit?

**Anthony:** You can do whatever you want to as long as it sort of makes sense personality wise. Cause a Zen guy wouldn't attack.

**Will:** A Zen guy wouldn't do that. But am I aware that I'm in danger? Like what's the... What is my deal?

**Anthony:** You're aware of everything, it just kind of doesn't bother you that much. Like you feel like it's going to be fine. Like, we've gotten out of worse scrapes than this. You objectively have not, but you feel it.

**Freddie:** You're listening to the theme song of this podcast is what it is.

**Matt:** It's like me on the airplane after I have like three Ativans.

**Will:** Okay.

**Anthony:** Yeah.

**Will:** I got Matt on three Ativans energy. So I'm just going to keep gliding. I'm just going to be like, "Wow, this is a crazy place and a crazy time we're in. I feel really connected to everyone. Even the people that are trying to kill me and like my dad who I hate."

**Beth:** Get that second mini bag of pretzels, why don't you?

**Will:** Yeah, you know? Treat myself. So I'm just going to glide towards the... Oh! But you know I do... I feel like I would see that Ron is in distress, right? Cause Ron is not doing so hot right now. Right?

**Anthony:** Correct.

**Will:** Can I cast spells in duck form?

**Anthony:** No. You would have to shape shift back into your human form.

**Will:** Oh, In that case, that's what I'm going to do.

**Anthony:** Okay.

**Will:** Where am I? Am I behind the army now?

**Anthony:** Yes, you are.

**Will:** All right. So, I'm going to glide to the ground and turn back into a human. I see that my friend Ron... And I'm like, "Oh my gosh. Like Ron is like having an experience where he's close to death, but I don't feel like it's Ron's time yet. I still feel like Ron has a lot to experience and explore in this great and wonderful world of ours." So I'm going to help him out right now and I'm going to cast my third level healing word on Ron. That's a 3d4+3.

**Anthony:** Great. And the word is?

**Will:** The word is "Ron."

[*group laughter*]

**Beth:** Nice. How much do I heal for?

**Will:** 11 hit points.

**Beth:** Oh wow.

**Anthony:** So that means you are immediately out of death safe territory. You just pop back up.

**Beth:** Wow! I'm alive!

**Anthony:** Unfortunately your turn has already come and gone.

**Beth:** Uh-Oh!

**Anthony:** So legendary action is, if you recall, somebody doing something in response to what you've done. So Willy Stampler is going to take a legendary action and he is going to cast teleport.

**Freddie:** Oh man!

**Will:** Oh man. Fuck this guy! Fuck this guy!

**Beth:** God!

**Anthony:** So he sort of sees a fracas with all of the phalanx of guards and stuff because it must be something important there. So he points and he snaps his fingers and suddenly Darryl, you're still in this circle, right?

**Matt:** Yeah.

**Anthony:** So you suddenly see Willy Stampler just appear right next to you.

**Matt:** Okay.

**Anthony:** So that was his reaction, his legendary reaction. Now the Bad Dogs are going to go. First of all, Doug is going to try to heal Paden.

**Matt:** Good.

**Anthony:** So he fails. But that doesn't mean he gets an additional death save or or anything like that. There's too much jostling and the appearance of this guy suddenly has made it very difficult. Doug's like,

**Doug:** Just put him down. I'll grab him.

**Freddie:** That's going to come up on the performance review.

**Anthony:** And then all of the Bad Dogs surrounding you turn inward and start stabbing at Willy. It was like 10 pikemen, right? So about one, two, three, four, five people hit him for... six damage each. That's 30 damage to Willy.

**Beth:** Nice.

**Matt:** The shield guys also have damage still.

**Anthony:** They do. Oh yeah, actually, yeah. Okay, that's fair. So they'll roll as well.

**Matt:** Wouldn't it be intense if all three of the dad's died?

**Beth:** Yeah, that’d be pretty...

**Will:** Just killed our fathers.

**Matt:** Like “that was fast.”

**Anthony:** Okay. So that's another 25 damage. So he takes 55 damage as they just sort of start hammering on him and stabbing him, and the spears are like going in, but they stab and they penetrate the skin, but then he just kind of bounces his body back and they kind of just [*rebound mouth noise*] come back out and blood's coming out and everything like that but it just seems like through sheer force of will, he's just like reducing the damage, well not reducing it...

**Beth:** Sheer force of Willy.

**Anthony:** Oh, nice! But he's basically just too angry to be stopped by this shit. So all of them do a fair amount of damage to him, but it looks like he's not really in a lot of trouble. He's bleeding from a bunch of holes, he's got some bruises all over him, but from his personality and from his demeanor, you might as well have tickled him with a feather.

**Anthony:** So he's going to take another legendary action and he sees the way that Darryl is looking at Paeden and Doug. And he sees Doug putting his hands on this kid and he says,

**Willy:** Oh, so you care about this one.

[*fearful gasps*]

**Will:** Are you fucking kidding me.

**Anthony:** And he points with this finger and it begins to glow green. And Doug sees what's about to happen...

**Matt:** Beth look at the dice and look at the guys, I don't want Anthony to... this is some horse shit.

**Anthony:** And Doug leaps in front of Paden as a bolt of green light emanates from Willy Stampler's hand.

**Will:** Doug!

**Anthony:** And it hits Doug and Doug goes like,

**Doug:** Oh that's not so b-- [*choking sound*]

**Anthony:**And then he begins to... He immediately takes 84 points of damage and instantly vaporizes. He turns to dust.

**Beth and Will:** Doug!

**Will:** No!

**Beth:** Oh my gosh.

**Will:** Ashes to ashes...

**Beth, Anthony:** Doug to Doug.

**Anthony:** Okay, so Doug is now...

**Matt:** I can't even pretend that I care. I was like, "Oh! No, Doug sucked."

**Anthony:** You're about to care cause Paden's about to do another death save.

**Will:** Yeah, no I feel bad. That's the only thing I'm not... That's the only thing that bums me out. I was like, "He's trying to save, Paden."

**Anthony:** Okay, so Paden's going to death save. That's a five. So another failure, one more failed save and Paden is dead.

[*group dismay*]

**Anthony:** The shield bearers and the pikemen around you, the 10 of them, they're going to look to you Darryl and be like,

**Mercenaries:** Get the kid out?

**Darryl:** Yeah.

**Anthony:** That's what you said. Right?

**Matt:** Yeah.

**Anthony:** Okay, cool. So, two shield bearers are going to grab him and one is going to put a shield on his back, one's going to hold a shield forward and they're going to basically do like a mini phalanx surrounding him and they're just going to start sprinting. So they managed to get him away, so now he's away from the phalanx and they're going to spend their whole turn doing that. So they are outside of dashing distance. The pikemen on the bridge are like,

**Pikemen:** Well he's under the bridge now, we're got not quite sure what to do about that.

**Anthony:** So they kind of like back up and sort of wait for him to show himself. The archers probably just see Bill Close just standing on the fucking bridge.

**Will:** That's right. What is Bill doing?

**Anthony:** He's just standing there.

**Will:** Clearly the Glenn of his trio.

**Anthony:** Yeah. He's just like,

**Bill:** Uhh…?

**Anthony:** And like pointing at stuff. So Bill is just sort of standing on the bridge and the pikemen aren't going to get closer to him to run the risk of getting flanked by the scorpion. But the archers are going to look at Glenn and be like,

**Archers:** Is he... Is that a target?

**Glenn:** Yes.

**Anthony:** Okay, cool. So they're all going to attack Bill. All right. So they do another 80 damage and he's still looking pretty good.

**Freddie:** Ooh baby. These are some heavy boys.

**Anthony:** You hear the gladiator theme blaring really loudly.

**Will and Matt:** Yes!

**Anthony:** Because you never turn that off and you see both Lark and Sparrow at the driver's wheel.

**Will:** [*clapping*] My beautiful boys!

**Anthony:** Fucking just Tokyo Drift. Like, not well. It's like it's like a thing where they like kind of... They slow the car down and sort of slowly turn it while they're trying to make it skid on the ground cause they don't quite know how to Tokyo Drift. But they basically bring the car in and you see all of your kids are inside the car. They basically screeched to a halt in front of Henry. So now it's the bad dad's turn again.

**Will:** Oh my God, how many turns do these guys get?

**Matt:** They were just reacting.

**Anthony:** Yeah, those are just reactions. Okay so my dad's...

**Matt:** I wish my kids hadn't shown up here. I wish they would've... Drove the other direction.

**Anthony:** All right. I'm going to speed run this shit.

**Freddie:** But this is your... you'd go rescue your dad.

**Will:** No, I know, but...

**Beth:** Not this dad. Yikes.

**Anthony:** Okay, so, Barry Oak comes back up onto the bridge, transforms back into his human form, raises a leg and slams it down on the bridge and suddenly pillars of stone shoot out of the bridge upward really quickly. And they send the shield bearers and the pikemen in the front lines scattering.

**Will:** Oh, man.

**Anthony:** It's just like boom. And 20 shield bearers and 20 pikemen fall off of the bridge into the abyss, basically. And they scream all ... No they don't scream all the way down because they're fucking professionals.

**Will**: Oh my God, this is devastating.

**Matt:** They bark.

**Beth:** They bark.

**Anthony:** They bark.

[*group howl*]

**Matt:** So he's an earth bender.

**Anthony:** Yeah. And then...

**Will**: I got you Matt. That was kind of funny.

**Anthony:** No, it’s very Toph!

**Matt:** I was trying to understand what, yeah, so it's like literally...

**Anthony:** He earth bends.

**Will:** I feel bad that I dunked on your joke like that, I'm sorry.

**Matt:** Oh I wasn't trying to make a joke, I was trying to understand that ... I was trying to understand -

**Anthony:** It's how we understand the world, you know, use metaphors.

**Matt:** So everybody flew off, nobody like flew up in the air and then landed back down.

**Anthony:** No, a bunch of them did. Yeah. There's about five guys on top of these pillars just being like

**Mercenaries:** We don't have any ranged weapons, we're really high up, but at least we're alive.

**Anthony:** And then Bill's going to run up and just be like

**Bill:** They're getting away.

**Anthony:** So that's his turn.

[*laughter*]

**Anthony:** and then Willy is going to, for the first time ... Darryl, you see him look down and realize for the first time like,

**Willy:** Oh I got stabbed a bunch. That's inconvenient.

**Anthony:** And he just raises his hands and then just starts running around the center of this phalanx just slapping people in the fucking face just like hard and like with a practiced hand, and every single slap that he leaves, leaves a black mark.

**Anthony:** And just like you saw on the sword the black starts spreading over them and they're screaming and they fall to the ground like in horrible, horrible agony.

**Will:** Oh my god!

**Anthony:** So that's the dad's turn, the bad dad's turns.

**Freddie:** How many people does he take out?

**Anthony:** He takes out 15 people.

**Freddie:** So where are we now with our mercenary army.

**Anthony:** So right now, you have 66 Archers, 31 shield bearers, and 30 pikemen left.

**Freddie:** All right.

**Anthony:** You still have about two thirds left.

**Freddie:** All right.

**Beth:** Nice.

**Anthony:** Or way more than two thirds. Okay, so it is Darryl's turn.

**Matt:** So this a rot is moving up the sword.

**Anthony:** Mhm. (affirmative)

**Matt:** So I got two attacks cause I'm barbarian, that's what I get to do. And then I have a reckless attack, which means I get advantage. So I saw him slap everybody. All right, well I go ahead and I spin the sword. I spin it around and now, I'm good at it. So I'm like retracting it but not enough that like the ...

**Anthony:** If you retract it, it's going to take the fucking momentum and *shoomp* down the fucking shield.

**Matt:** Okay. So then I spin it and I'm trying to hit him with the rod.

**Anthony:** Willy? He's like super close and it's a super long sword. You sure?

**Will**: May just ditch that sword dude. Fuck it, the sword's done, right?

**Matt:** But like I'm trying to see if it spreads.

**Anthony:** I think it's like too big at this point, like you can't do that without retracting it a lot. Which again, you can, but it means that the rot will get closer to you.

**Matt:** Oh yeah. I'm going to let it. The idea is that I'm watching it, so I don't let it close enough to me and then I-

**Anthony:** That's not how D&D works. You don't get to go like "No I do it, but like really carefully so the bad thing that should happen doesn't happen to me."

**Will:** I also, I feel like it's going to be Pokemon rules with this rot.

**Matt:** Like it doesn’t hurt him?

**Will:** This rot came out of his veins, remember?

**Matt:** That's fair. Okay. I get it.

**Freddie:** [*laughing*] Pokemon rules?

**Anthony:** It’s true.

**Matt:** Yeah. It's like water on a water pokemon.

**Freddie:** Dude, we just got to get out of here man. It's time for a tactical retreat.

**Matt:** I know, but he's in between me. Where's Freddy? Where's, where's Glenn? He's still on the bridge?

**Anthony:** So basically from left to right, if you're imagining this as a sort of two dimensional thing, it goes the van, then Henry,

**Freddie**: Then two mercenaries, like pulling Paeden out.

**Anthony:** Then Willy and Daryl and the Phalanx of troops and Ron, and then Glenn, and then the bridge and a bunch of shit going on on the bridge, including Bill Close and the scorpion guy, Barry. So that's where everybody is.

**Matt:** Okay. So since I have two attacks, can I pull off an attack and then dash or like run?

**Anthony:** When you want to attack, you can attack twice, but you have to still spend an action to attack at all.

**Matt:** Okay, but I can still run.

**Anthony:** You can still spend both actions to dash, essentially, yeah.

**Matt:** Okay. And I have fast movements, so I would run 40 feet.

**Anthony:** Oh great!

**Matt:** Okay. So I would run out of his range. Well, other than spells.

**Anthony:** Yes, absolutely.

**Matt:** Okay. So if you take like ... Cause we've been describing it as a tape measurer, so especially with really good tape measures, they're really strong. You pull it out and then you press the button for it to retract and then you let go and they're like, *zoom*. So I'm doing that with a sword.

**Anthony:** Okay.

**Matt:** I'm like holding it so it's like pointing towards him and I'm retracting it as fast as I can and I'm going to let go right when it goes to that. Like even if it's just the handle, I'm just like sending the sword at Willy.

**Anthony:** Great. So he's going to roll. So, unfortunately, he sees what you're doing and he just like with the least amount of effort possible moves his head slightly to one side and the handle just misses him completely and it just sort of snaps shut down to being the size of a tiny switchblade. And then the black encompasses it entirely and then just sort of melts it away.

**Matt:** And then I'm running. I'm running with fast speed to ... I guess I'm following Paeden, but I'm heading towards the minivan.

**Anthony:** Okay, cool. So that means you basically catch up with the two Bad Dogs that had him.

**Matt:** I'm screaming, and I scream,

**Darryl:** Grant, open the door!

**Anthony:** That is your turn. So Ron, it's now your turn.

**Beth:** Okay. Um--

**Anthony:** You actually get to do something now. I'm sorry you were in the phalanx, right? Cause he grabbed you.

**Beth:** Yes. Yes, yes, yes.

**Anthony:** So yeah, you could see your dad and you can see ten remaining Bad Dogs.

**Beth:** Okay. I think that I'm going to use Ron's cantrip of Thaumaturgy: Daddy's Home. A noise that sounds like the voice of Ron's father. And I think I'm going to, let's see, what's something that Willy could say that would get the other two to not pursue?

[*group ‘oh shit’ ooh*]

**Will:** You can tell them to run away or something.

**Beth:** Yeah like -

**Freddie:** "We'll get them next time."

**Beth:** "Go back to the castle you fucking idiots."

**Anthony:** That's great.

**Will**: Yeah, "Go back to castle you fucking idiots" is great.

**Freddie:** Oh my God. Ooh, fucking smart.

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

**Anthony:** They'll just roll wisdom to see if they can tell that it's not him. So they had disadvantage on the rolls cause they're very scared of Willy.

**Matt:** It's fucking Thanos over here.

**Anthony:** So Barry Oak got a natural one and so he goes

**Barry:** All right man. Whatever you say man. Okay, not a problem.

**Anthony:** That's what he says, but all you hear is clack clack clack because he's a scorpion, and he just scurries back into the castle. For some reason, Bill Close rolled pretty well and he's like,

**Bill:** That doesn't ... ah, nah.

**Anthony:** He Just sort of shrugs. And so Willy hears that come out of you essentially and he looks back and sees Barry Oak running back in the castle and he turns back to look at you and he goes

**Willy:** [*scoff*]That's not what I sound like when I'm trying to be scary.

**Anthony:** And he leans over with his reaction and he grabs you by the scruff of your shirt and he goes.

**Willy:** *This* is what I'm trying to *fucking* sound like when I'm being *scary*.

**Anthony:** So roll Wisdom.

**Beth:** Okay.

**Matt:** Hi. Welcome to Willy. The first truly toxic character on Dungeons and Daddies.

**Beth:** I got a 14.

**Anthony:** Okay, roll again. You got disadvantage cause it’s your dad.

**Beth:** I got a 7.

**Anthony:** Okay. So you are so terrified now that any direction you move, it has to be away from him. He's basically caused fear in you.

**Matt:** Oh, that’s good.

**Anthony**: You can tell that, like, it was less about the strategic value of it and more of just like he sees that fear cross your eyes again and he goes.

**Willy:** Ah, it's been a while since I've seen that.

**Beth:** Mm.

**Anthony:** You have your turn.

**Beth:** All right. I'm going to run toward the van.

**Anthony:** Okay, cool. Freddie.

**Freddie**: Can I…? I'm a little bit behind. I'm a little bit lagged here and there's a Willy between me and my boys, my bros, my friends.

**Matt:** You said he can heal Paeden, right?

**Freddie**: I don't know if I can, can I get to Paeden? Paeden's away from me though.

**Will:** I've got a turn to if you can't, you know.

**Freddie**: I don't think I can.

**Will:** How far away is your spell?

**Will:** How far are you from the van?

**Freddie**: It’s a touch. I'm the farthest away out of everybody. I've always been the farthest away from the van. You guys are the closest there. I'm going to try and cast hold person.

**Anthony:** Okay.

**Will:** [*strained*] Oh, okay.

**Freddie**: Huh?

**Will:** Oh yeah. Go, go, go, go, go, go. I'm just very nervous.

**Freddie**: I don't have a choice. I got to clear off the ... I got to clear us, I'm going to try to cast hold person. Choose a humanoid, see within range. Target must succeed on wisdom saving throw or be paralyzed for the duration, and that's a wisdom saving throw of 14.

**Anthony:** 14? Unfortunately he got a 16, I'm sorry.

**Matt:** So you're also running, right?

**Freddie**: Yeah, so right away I'm just sprinting and I'm trying to be like

**Glenn:** Hey man, chill!

**Anthony:** For the first time it doesn't work.

**Freddie**: I was like, “what's going on?:

**Anthony:** So now you're basically ... You're within him being able to move and hit you if he wants to. All right, Will.

**Will:** So for one, I think like any dad, the side of my two boys *driving a minivan* is going to ruin my chill.

[*laughter*]

**Anthony:** Great. Perfect.

**Will:** All right. So I snap out of it. I'm like

**Henry:** Oh my beautiful boy--

**Will:** and then they stop the car. I'm assuming four inches in front of my face.

**Anthony:** Yeah.

**Will:** Almost run me over and I'm like

**Henry:** Oh, Oh, Oh.

**Will:** I look and I see ... How far am I from Paeden?

**Anthony:** You are definitely within like 15 feet of him.

**Will:** Okay, I'm within 15 feet. So I can't touch him. If I wanted to get in touch range, I'd have to move up to him.

**Anthony:** Correct, yes.

**Will:** Okay.

**Anthony:** You are not within touch distance right now.

**Will:** First thing I am going to do is cast another Healing Word on Paeden.

**Anthony:** Okay.

**Will:** And because I'm really freaked out, I'm just going to say Ron again. I'm going to using another one of my third level spell slots to do that. So that's another 3d4 +3 for Paeden.

**Anthony:** So he [*gasps*] and sits back and he goes

**Paeden:** Oh, Oh I don't like that at all. Oh no.

**Anthony:**  And he's crying. Like tears are just streaming down his face. For the first time, you see, when you look at Paeden, you just see a scared little boy. He got 10 HP, by the way. I don't know what that does for him.

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

**Will:** Okay. And then I see Glenn running towards us and I see, you know, and Glenn's -

**Freddie**: Like a full Tom Cruise cool sprint.

**Will:** Full Tom Cruise across the bridge in Mission Impossible Three sprint.

**Freddie:** Okay, shut up.

**Beth:** Wow.

**Will:** I realize that he's going to be running straight past Willy and he's looking a little worse for the wear, and I feel something ancestral and ancient spark within me and I cast Guardian Of Nature, which is a fourth level spell.

**Freddie**: You get that when you join with PETA, or does that?

[*laughter*]

**Will:** That's the hundred dollar a month donation level of Green Peace. “A nature spirit answers your call and transforms you to a powerful guardian. The transformation lasts until the end of the spell. You choose one of the following forms to assume: primal beast or great tree.” I'm turning into a great fucking tree motherfuckers, and my skin appears barky, leaves sprout from my hair, and I gain the following benefits: 10 hit points, I get a bunch of shit. Basically, I turned into a tree man.

**Anthony:** So as you do that, the leaves in your, that become your hair, or your hair that is now leaves, some of it like wafts down in front of you and takes the shape of Erin O'Neil's face and she goes

**Erin:** Just so you know, this is appropriative.

[*all laugh*]

**Will:** I just look at Erin and I'm like

**Henry:** I was going to say something real cool, but now you kind of ruined it.

**Erin:** Sorry, sorry, but forget I'm here. Whee!

**Anthony:** Then the leaves go back up into your hair.

**Matt:** Don't ever run for office, though.

**Anthony:** The scrolls will come out.

**Will:** "Look, I'm 2% tree okay?" So I turn into a giant tree and I stare at Willy and I say

**Henry:** With the ancestral power of the Oak, I command you to get thee hence!

**Will:** And I just scream at him, basically.

**Anthony:** Okay, cool. So you're sort of intimidating him?

**Will:** Yeah, yeah. We'll say it's an intimidation check.

**Anthony:** All right. Yeah, give me an intimidation rule.

**Will:** Not so hot. I got a five.

**Anthony:** You got a five. Well he got a *two*.

**Freddie:** He just was not expecting a fucking big tree to show up.

**Anthony:** So for the first time in your life, Ron, you see just a millisecond of fear cross his face. But even that is like more than you ever experienced from Willy Stampler, and basically he'll have some disadvantage the next time he wants to do something.

**Beth:** [*nervously optimistic chuckle*]

**Will:** Woah

**Anthony:** So now it is the Bad Dogs' turn. So they are basically just going to attack the shit out of him. Everybody's going to attack everybody that they have access to. So all the shield bearers that remain and the archers and the pikemen are going to try to attack.

**Anthony:** Actually the archers go

**Archers:** Target!

**Anthony:** With a question mark at the end.

**Archers:** Target?

**Matt:** I don’t know, what do I need...What do you need at target? Some milk?

**Will**: Willy.

**Beth:** Willy.

**Matt:** Willy?

**Will:** Everyone's running, we got to get the fuck out of here!

**Matt:** Willy. Yeah, I'll say Willy.

**Freddie:** At Willy. Willy.

**Anthony:** Okay, so everybody remaining just fucking goes after Willy and like, they wait for the arrows to come in, and... I mean, yeah, it's not going to matter. It's not going to kill him.

**Anthony:** Can you imagine how insane that would be? It's like, "Oh yeah, and then they just kill the end boss. Weird."

[*Beth laughter and chuckles*]

**Matt:** Who's dead?

**Anthony:** A bunch of the arrows go into him and stick into his body, and then the pikemen-

**Freddie:** He's like a porcupine, it's probably making it hard to move. It just makes him hard to move around.

**Anthony:** Yeah, just a lot of really bad mobilities. He's like Boromir at the end of fucking Fellowship.

**Will:** So Shirimafune, in… Throne of Blood.

**Anthony:** Throne of Blood, yeah. And they stab him a bunch of times. The shield bearers get on and start wailing on him and shit, and for a second you just can't see him beneath this like flood of bodies essentially. They're trying to fuck with them.

**Will**: Oh, I've seen anime, I know what's going to happen.

[*excited laughter*]

**Anthony:** And then the exact thing that you think would happen happens! And he stands up all strong and they explode outward and the camera [*shooom*] moves around him as these fucking people fly everywhere and shit.

**Freddie**: An anime boosh.

**Anthony:** An anime boosh, if you will. Darryl, it is now your turn.

**Matt:** Yeah, so uh…

**Freddie:** Get the fuck out of here, boys!

**Matt:** Yeah, I'm staring at Henry, who's turned into a tree, and then I just have to like shake it off for a second. I've seen him turn into a small bird, a duck, and a tree within the ... I guess what, it's been like 14 seconds.

**Anthony:** Yeah.

**Matt:** Darryl shakes that off and I run and I pick up Paeden and I'm running into the minivan.

**Anthony:** Okay.

**Matt:** And as I pick up Paeden, I say

**Darryl:** You're going to be okay, buddy, you're going to be okay.

**Matt:** And I'm assuming the minivan's open.

**Anthony:** So the minivan is open and Paeden's like

**Paeden:** The thing, I found the thing I wanted to give you...

**Anthony:** and he's bleeding from his mouth and stuff but he's like

**Paeden:** I-I found it!

**Anthony:** and he's like rooting around in his fucking pockets and shit.

**Darryl:** That’s okay buddy, you don't need to give it right now.

**Paeden:** [*distressed noises*]

**Anthony:** You just make it to the van then.

**Matt:** And Grant's where?

**Anthony:** Grant is in the passenger seat.

**Will:** Okay. So I put Paeden down and I look at Grant and I go,

**Darryl:** I love you son. I'm so, I'm so glad you're here.

**Matt:** And I pat him on the shoulder. Can't really reach over to him.

**Anthony:** Sure, so you're in the back seat.

**Matt:** Yeah, yeah, I mean the door was open.

**Will:** Well yeah, Lark and Sparrow driving.

**Anthony:** Right, right. Yeah. Yeah. He like cocks his head just a little bit back toward the back seat and just sort of nods silent. Just a real quick, sharp nod.

**Grant:** Mhm.

**Darryl:** You're did good son.

**Grant:** Mhm.

**Matt.** Well that was my turn.

**Anthony:** All right, Beth.

**Beth:** I think I just run for the van. I don't know how I would roll for this, but I think Ron turns around as he's running and looks at Willy with no expression on his face. Like no, just trying everything that he can to just not show any fear. Just look sort of neutral at him.

**Anthony:** All right. As you do, you see him mouth the words, “I'll be seeing you.”

**Beth:** [*distressed noise*] And then when Ron gets the car, he sees Grant in the passenger seat and he's like,

**Ron:** Actually could I get shotgun?

[*all laughing, clapping*]

**Anthony:** From the back, Terry Junior goes,

**Terry Jr.:** Hi dad! Nice to see you too.

**Will:** He called you dad dude!

**Ron:** Hey Terry, it's me, your dad. Your uncle is here too. Paeden?

**Terry. Jr.:** What?

**Ron:** Well I don't know, I was just doing some kind of deductive reasoning. I thought that if Paeden was also the dad of ... Wait, if Paeden was ... Actually, when we're all like more conscious, I'll draw a diagram or something, but I ... Needless to say Terry, I think that we're more of a family.

**Anthony:** Grant's like

**Grant:** Primer? like a diagram?

**Ron:** No Grant. Actually yeah, cause you get in the back there with Terry and Paeden?

**Grant:** Yeah okay.

**Ron:** Thank you. I guess our family is bigger than I ever thought.

**Anthony:** Okay. Freddie.

**Freddie**: As I'm going in, I guess I'll throw another Hold Person attempt back at Willy.

**Anthony:** What's it going to beat?

**Freddie**: He's got to be the 14.

**Anthony:** He fails! So he's stuck in place.

**Freddie**: He's going to shout,

**Glenn:** Okay, boomer!

[*all laughing*]

**Freddie:** And it stumps him to his core! He's unable to move.

**Matt:** "Am I out of touch? Oh no."

**Freddie:** He's like, wait, am I, this will have become, am I a boomer?

**Anthony:** As you're looking back at him, you say “okay boomer” and before you can turn around, like Nick has already jumped out of the car and he fucking high fives you. He goes,

**Nick**: That's my fucking *man*!

**Glenn:** Hell yeah baby!

**Anthony:** So you make it to the van?

**Freddie**: Yes.

**Anthony:** All right.

**Will:** Okay. Henry sees Glenn get the burn of the century and it stuns him out of ... Basically, he did all this energy to get into Guardian Spirit form, and then already half of his energy was thrown by Erin O'Neill, like questioning his woke level and he's like "Shit, is this appropriative?" And then seeing Glenn throw this monster boomer ... The other half of his brain, half of it's split into like him being like "Is boomer problematic? Should he be saying boomer?" And then the other half of him is like "That was the harshest burn I've ever seen." So Henry turns back into a human and he just says,

**Henry:** Bye guys!

**Anthony:** And he runs for the van as well. So inside you see Lark and Sparrow obviously in the driver's seat and they go,

**Lark and Sparrow:** Father!

**Anthony:** In the exact same cadence.

**Will:** I swoop them into a big bear hug and I just start crying.

**Anthony:** Aw.

**Will:** And I kiss them both on the cheek and I say,

**Henry:** We got to get the hell out of here.

**Will:** And then I just kind of try to shove them into the back.

**Anthony:** Sure.

**Henry:** Daddy's going to drive now.

**Anthony:** When you hug them, you could definitely feel one of them was like, “eh,” and like trying to wriggle out of it. The other was like, “yes, yes, this is the right way to show affection.”

**Will**: After the episode, we'll look up and remember -

**Anthony:** which of them is the--

**Will:** Which of them is the love wolf and which is not.

**Will:** We'll have that straightened out by next episode. Thanks for listening.

**Anthony:** I'll get it tattooed on my hands.

[*all laugh*]

**Anthony:** All right.

**Matt:** You get it wrong. Oh no.

**Anthony:** So as you turn the car to drive away, the Bad Dogs as a group yell,

**Bad Dogs:** Orders!

**Henry:** Retreat!

**Anthony:** With the frozen furious fuming image of Willy Stampler staring you down and the considerably less furious image of Bill Close on a distant bridge kind of like looking at you like squinting.

**Anthony:** You drive away followed by a bunch of retreating Bad Dogs, who also get on their horses and try to follow you as you drive away and you managed to escape Castle Ravenloft with your kids now knowing the identity of the big bads of this story, so to speak, but you definitely get a sense deep in your heart that this is not the last time that you will deal with them.

**Henry:** Hey, real quick, Paeden, were you, did I hear you say you wanted to give something to Darryl?

**Paeden:** Oh yeah, yeah. I got-- I got-- mhm.

**Anthony:** All right, so Matt, close your eyes.

**Matt:** Okay.

**Will**: Oh shit. I saw Anthony getting something out of his big book bag and I was like, what the hell is it? Uh oh. Uh oh.

**Anthony:** Put out your hand.

**Matt:** The reason I'm not seeing what he's pulling out is I'm getting him water from the back. Like,

**Darryl:** Hey Grant, can we get some water? This kid's hurt.

**Anthony:** Hold out your hand. Open your hand.

**Matt:** Okay.

**Will:** Anthony is walking over to Matt with something in his hand, which we cannot see.

**Matt:** So I can feel it. So I feel like my hand, like my other hand's like kind of snapping and like pointing at Paeden and he puts something in my hand, and the moment it touches my hand, I can feel the exact texture and softness and the give.

**Beth:** Oh, man.

**Matt:** Like a soft eraser wrapped in beautiful plastic, and I turn and I say,

**Darryl:** It can't be.

**Matt:** I open it and sure enough there's one Charleston Chew in my hand.

[*Freddie laughing, someone clapping*]

**Will:** Yes!

**Anthony:** It's been in my car since ...

[*all laughing*]

**Anthony:** I thought you would get here so much sooner than you did.

**Matt:** I'm like,

**Darryl:** Ooh, it's got that perfect. That softness that comes from sitting in your back pocket and you sit on it all day. It feels wonderful.

**Matt:** I look at Paeden. And I go,

**Darryl:** Hey Grant, this one's for you kid.

**Matt:** And I chuck it at him.

**Anthony:** And Grant is like looking at you and it just bounces off his face. He doesn't go to grab it or anything.

**Matt:** He can just eat that later, it's all right.

[*all laughing*]

[Theme Song].

**Freddie:** Dungeons and Daddies is Matt Arnold as Darryl Wilson. Anthony Birch is our DM. Will Campos as Henry Oak. Beth May as Ron Stampler, and myself, Freddie Wong as Glenn Close. Our theme song and outro is "Alright" by Maxton Waller. Special thanks to our Patreon supporters for their unyielding support of our dad antics. Let us together right now immortalize the names of Hannah, Jacob Rogers, Ryan Worabet, Jack Goldstein, Aceto, someone named Tigot, Elmer Rabiddan, Alex Contero, Stephanie, and [???]. If we happen to have given you some good times, please consider supporting what we do at patreon.com/dungeonsanddads. There's a bunch of great bonus content for you to peruse. EXL members this month have a new issue of Daddy Issues, which is our in character PDF newsletter and Anthony, as our DM, wrote a really good article on how to come up with memorable NPCs for your campaigns.

**Freddie:** All that and more at patreon.com/dungeonsanddads. If the old wallet's committed to other causes, no worries, maybe swing by iTunes and leave us a review or follow us on social media. Our website is Dungeonsanddaddies.com, which is also the home of our merch store. New items are coming soon. I promise we're working hard to get all that stuff together, but as you are probably well aware, the world is pretty wild right now.

**Freddie:** Twitter.com/dungeonsanddads are where them tweets at. Bit.ly/dungeondads is that private Facebook group, and the subreddit is r/dungeonsanddaddies. Our next episode's coming out March 31st. By the way, Nadene, George says he loves you! And misses you! Bye!

[*Outro*]

**Anthony:** So he... is going to cast disintegrate.

**Will:** On who?

**Anthony:** On Doug.

**Will**: It's fucked up that I'm a little like "Oh, okay."

[*all laughing*]

**Matt:** I don't care at all about Doug.

PART 4 OF 4 ENDS