Dungeons and Daddies

Dungeon Master: Anthony Burch

Glenn Close​: Freddie Wong

Darryl Wilson​: Matt Arnold

Henry Oak​: Will Campos

Ron Stampler​: Beth May

Episode 44 - Deck Picks

**Anthony:** Dungeons and Daddies is a rowdy, horny, violent podcast for grownups. Content warnings can be found in the episode description.

[*ring of a phone calling*]

**Beth:** [*muffled, on the other end of the phone call*] Hello?

**Freddie:** So, I remember you said that you didn't like board games once. Is that right?

**Beth:** [*over the phone*] Yeah. Or I mean, not normally.

**Freddie:** You don't have fond memories sitting around in the den, gathered around the Monopoly board, bartering properties and real estate? I mean, what about chess or checkers?

**Beth:** [*over the phone*] I've got this script that was due two days ago, Freddie, I'm really busy.

**Freddie:** When did you first know that you hated board games?

**Beth:** [*over the phone*] I don't know. What is this? What are you doing this for? Are you recording this?

**Freddie:** Well, I was thinking this might be a good way to get into this week's episode. Just a little bit of offbeat banter between co-hosts before we start. I mean, I think everybody probably thinks pretty badly of you now that they know that you hate board games.

**Beth:** [*over the phone*] I don't! [*laughs*] I'm just myself. I'm not going to pretend to... Why are you pushing me on this?

**Freddie:** What's your favorite Monopoly piece?

**Beth:** [*over the phone*] The, like... Is there a car?

**Freddie:** Oh yeah, the race car, yeah. That one's a real crowd favorite. See, I would have swore that you would have gone for the little Scottish terrier.

**Beth:** [*over the phone*] Oh yeah, there's the dog! Okay. Freddie, I've got to go. [*laughing*] I can't be talking about this—

**Freddie:** Wait wait wait, I'm going to be over in a second for the card draw, so just keep an eye out. I'll text you.

**Beth:** [*over the phone*] What do you mean you're going to be over?

**Freddie:** Okay, bye, see you soon!

[*Heavyweight podcast opening plays*]

**Freddie:** From somewhere in the Forgotten Realms, I'm Freddie Wong, and this is Dungeons and Daddies. Today's episode: Deck Picks.

[*Heavyweight opening fades out*]

[*sounds of a car beeping and a door closing*]

**Freddie:** It is Tuesday, October 6th, and I have with me 18 specially treated playing cards—by specially treated I mean I took a sharpie and I drew words on them—of the remaining cards in the Deck of Many Things. I'm about to drive to each of the respective daddies' locations to have them physically draw from this deck. After they draw, the plan is they will be putting their cards into sealed envelopes, so that nobody will know what cards they've drawn until the moment of our record, at which point we'll be opening those envelopes up and seeing exactly what has transpired, so.

[*sounds of a car starting up and a seatbelt being buckled*]

**Freddie:** All right. Here we go.

[*ongoing background noises of cars passing and sound quality of being outside*]

**Freddie:** Hello.

**Beth:** Hi. Sir, are you aware that we're a Neighborhood Watch community? [*laughs*]

**Freddie:** [*laughs*] I've written on the fronts of these what the cards are. You're going to draw two, first for Ron and then for Mr. Mustache, okay.

**Beth:** Okay. I'm not allowed to look at them?

**Freddie:** No. So the moment you draw them, you're going to preserve the order that you drew them...

**Beth:** Okay.

**Freddie:** And you're going to put them in the envelopes and we're going to seal the envelopes until tonight.

**Beth:** [*tortured groan*] Okay.

**Freddie:** Go ahead and take these cards. Shuffle them up, I'll hold the envelope.

[*sounds of paper shuffling*]

**Beth:** Okay. I'm going to shuffle them up.

**Freddie:** That's a terrible looking shuffle.

**Beth:** Well, it's, you know...

**Freddie:** How do you feel right now?

**Beth:** I feel pretty nervous. I feel like I feel less nervous than the rest of the cast, because I actually don't know what any of these mean.

**Freddie:** You haven't looked up anything?

**Beth:** No. I looked up, somebody said something on Reddit and they were all bad, so I'm like, well I'm not going to look into the details of how bad these are.

[*laughter*]

**Freddie:** Fan through it and pick two for Ron.

**Beth:** Okay.

[*paper shuffling*]

**Freddie:** That'll be the first one.

**Beth:** This is going to be the first one.

**Freddie:** Okay.

[*background noise of an airplane overhead*]

**Beth:** And then… let's see. This is going to be the second one.

**Freddie:** Okay.

**Beth:** Whew. Oh man, that was pretty hard.

**Freddie:** Hold on. Same thing for Mr. Mustache, another two.

[*paper shuffling*]

**Beth:** Okay. Okay. That's going to be number one.

**Freddie:** Okay, I'll hold it.

[*paper shuffling*]

**Beth:** And then... number two, right there.

**Freddie:** You're sure?

**Beth:** I'm sure. I think I'm sure.

**Freddie:** [*laughing*]

**Beth:** Yeah, I mean, I already pulled it. Ah! Okay.

**Freddie:** All right. You have drawn officially.

**Beth:** Oh my goodness. This is awful. Wow.

**Freddie:** For the two.

**Beth:** The amount of dread that I feel right now.

**Freddie:** Okay.

**Beth:** Okay.

**Freddie:** Hang onto those, I'll see you in a little bit.

**Beth:** Okay.

[*audio quality changes to an enclosed space, sounds of cars passing stops*]

**Freddie:** I am up next here, so I'm just going to do it in the… [*deck shuffling*] comfort of my Honda Odyssey. I'm going to go one, two, three, four. In that order, into the sealed envelope it goes. [*paper crinkling*] There we go.

[*car beeps, seat belt buckles*]

**Freddie:** All right, moving on.

[*sound quality changes to outside again, cars passing in the background*]

**Will:** Okay.

**Freddie:** Here's what I want you to do. I want you to shuffle.

**Will:** Yeah, oh yeah.

**Freddie:** Shuffle them up real good. Now, the order you draw them in matters, so choose three and stack them out.

**Will:** Okay. Stack them out. Okay, so one. [*sound of a* *card placed down*]

**Freddie:** Are you going to shuffle in between, or are you just going to let it... Shuffle in between?

**Will:** Yeah okay. I want to throw up.

**Freddie:** [*laughs*]

**Will:** Two, three. Okay.

**Freddie:** Okay.

**Will:** How are you feeling? You did four, didn't you?

**Freddie:** Yeah, but I don't know, whatever.

**Will:** [*laughs*]

**Freddie:** I'm going to put it...

**Will:** I am sealing the envelope.

**Freddie:** Seal the envelope.

**Will:** The envelope and Henry's fate are both sealed.

**Freddie:** All right. I will see you in a little bit.

**Will:** In an hour. [*laughs*]

**Freddie:** In an hour or so.

**Will:** In an hour and a half.

**Freddie:** When we find out what's in it. Don't open until then!

**Will:** Oh boy. I'm not opening until then!

**Freddie:** Just like Christmas.

**Will:** [*further away*] Huh?

**Freddie:** I'm just getting that Prius driving away audio, it's going to sound amazing.

**Will:** [*further away*] Vroom!

[*sound of a car driving away*]

**Freddie:** It sounds like shit.

[*regular intro music plays*]

**Freddie:** Welcome to Dungeons and Daddies, what may very well be the last, final episode of Dungeons and Daddies, depending. We don't know.

[*nervous laughter*]

**Beth:** Guys, it's been great. I've had such a great time. These last seven years have been a dream.

**Anthony:** As we go on...

**Matt:** I mean, it might be a BDSM podcast depending on what card we draw, right?

**Anthony:** That's not really one of the cards, unless you have a very specific wish.

[*laughter*]

**Matt**: Oh, I didn't look at it.

**Beth:** It might not be a podcast anymore, you know?

**Freddie:** Generally, this podcast is not a BDSM podcast. This is a Dungeons and Dragons podcast about four dads from our world flung into the Forgotten Realms on a quest to rescue their lost sons. My name is Freddie—

**Will:** Four dads flung into the Forgotten Realms, done dirty by their DM. With treachery and tricks afoot! Sorry, Freddie, I was just so mad I had to interrupt your intro. Please go again.

**Freddie:** [*laughs*] My name is Freddie Wong. Thank you, Will Campos, fellow co-host. I play Glenn Close, the rock and roll bard of the group. This week's dad fact for Glenn, since cards are on the mind. A little fact about Glenn's current blackjack lifetime earnings, slash losses. Glenn's lifetime blackjack is negative $7,000, but—

**Will:** Oh my God**!**

**Freddie:** But positive 12 M&Ms from a game that he played when he was like 13 and they were using M&Ms. In the black when it comes to the M&Ms.

**Will:** Freddie, how much has he drank back in comped drinks from the hotel while playing blackjack?

**Matt:** Fair, yeah. Is this like one night, or— If he's going to blackjack all the time, that's not that much.

**Will:** Yeah, how many nights is this?

**Freddie:** Lifetime, lifetime.

**Will:** Yeah. Lifetime.

**Matt:** Oh, but yeah yeah, but have you gone once, or do you go all the time?

**Freddie:** No, not all the time. It's a... Glenn goes and plays blackjack to about the same amount of time, I think the average adult who attends the occasional bachelor party in Vegas or Reno—

**Matt:** Okay.

**Will:** Okay.

**Freddie:** Who occasionally comes by a casino, yeah.

**Will:** So Glenn is very bad at blackjack, is what you're saying.

**Matt:** Yeah.

**Freddie:** Oh, terrible. Terrible at blackjack.

**Matt:** I worked with a producer that went to Vegas every other week to play blackjack.

**Beth:** Wow.

**Matt:** If you told me lifetime, 7000, that's not that much, like you know, whatever. You're $200 a time if you go. But I get it.

**Freddie:** Sure, sure. But in Glenn's case, he's very bad at blackjack.

**Matt:** He's just bad.

**Freddie:** Because Glenn's always the kind of guy that'd be like 16, and dealer is showing four.

**Beth:** Push your luck.

**Freddie:** It's like, hit me baby! That five is on the way!

**Beth:** No whammy, no whammy.

**Freddie:** It's like, sir, you really shouldn't— Even the casino pit boss is like, "Sir, just please. You’re not— this is not..."

**Matt:** Glenn only plays for 21, I get it.

**Freddie:** Yeah.

**Matt:** Only for 21.

**Freddie:** He plays to win, and winning is getting 21.

**Matt:** Hello! My name is Matthew Arnold. I play Darryl Wilson, a stay at home coach dad who becomes a barbarian upon entering the Forgotten Realms. To continue our wonderful journey through Darryl's five senses, we will hit—

[*laughter*]

**Will:** In the realm of Darryl's senses.

**Freddie:** You son of a bitch.

**Matt:** In the realm of Darryl's senses, we will hit— I guess we'll go with smell. Darryl's favorite smell is the smell—he can't smell it anymore—but it was the smell of Grant's hair when he was a toddler, or a little kid. He was a—

**Will:** Oh, that baby smell.

**Matt:** He still had that baby smell, that good old baby smell. His least favorite smell is wet peanut butter. If you ever... This is also a Matt fact, this is Matt's least favorite smell.

**Will:** Wet peanut butter?

**Beth:** Wet what? How does this happen?

**Anthony:** How often have you run into wet peanut butter?

**Matt:** [*laughs*] Now this is going to become a Matt fact. My little brother only ate peanut butter as a kid, peanut butter on crackers. He would just take scoops of peanut butter, eat it, and then put the spoon in the sink, and I always did the dishes. If you ever have a chunk of peanut butter that just sits in water in a sink? I can't describe its smell. But in my thought, it's that Carol's very healthy and does a lot of green drinks, and a lot of peanut butter toast, and she always just throws the knife into the sink, and then Darryl comes in the afternoon to do those dishes. A lot of soggy peanut butter smell. Hust absolutely vile.

**Anthony:** Boy, leave her.

**Matt:** The worst smell.

**Will:** Why am I not surprised that Carol is a “make the smoothie, don't clean the blender” type of person?

[*laughter*]

**Matt**: Yes, absolutely. Yeah, Darryl's going to do it.

**Will:** Dang, dude, brutal.

**Beth:** Literally, I think that this dad fact was engineered to make us believe that Darryl does the dishes, when he clearly does not.

[*laughter*]

**Anthony:** He's a stay at home coach dad, he better be doing the fucking dishes!

**Will:** He better be doing the dishes.

**Matt:** Yeah, he better be doing the dishes, he's not doing much else at home.

**Will:** Hey everyone, I'm Will Campos. I play the fictional character Henry Oak on the podcast Dungeons and Daddies, almost not going to be a BDSM podcast or a podcast anymore. Henry is a hippie granola munching— You know, I haven't said granola munching in a while.

**Matt:** No.

**Will:** Granola has kind of been phased out, so I want to bring it back. He's a granola munchin’, Birkenstock rockin’, hippie, nature, druid dad. My fact about Henry this week is that when Henry was a little baby boy, his father cast a spell on him that makes him immune to the Deck of Many Things, later bitches!

[*laughter*]

**Beth:** Oh my goodness.

**Will:** I'm out!

**Beth:** No.

**Will:** Invincible!

**Anthony**: That wasn't your 9000 IQ play, was it?

**Will:** No, it wasn't, I have a separate play.

**Anthony:** Okay.

**Will:** My real dad fact is, I want to talk about Henry's favorite fruit. So... Henry's favorite fruit is... Oh, God. The Minions from Despicable Me. Now, hear me out.

**Freddie:** Sorry.

**Beth:** What?

**Matt:** No.

**Anthony:** I don't think I will!

[*laughter*]

**Anthony:** I don't think I've ever been less inclined to hear somebody out in the history of sentences.

**Will:** He thinks that they're little bananas. Because he hasn't seen the movie, and he thinks that they're sentient bananas, and the boomer memes crack him up. So he's like, "That's my favorite fruit, is those little bananas from Despicable Me." Every time he sees them, in social media, he makes a joke. He goes, "Those guys are bananas," but no one gets it, because they're not bananas.

**Anthony:** Well I mean, they do love bananas and say banana a lot.

**Matt:** Do they?

**Will:** Yeah, so I think that's probably where he got his wires crossed. That's his favorite fruit. I wanted to give you a really bad Henry fact, because Henry could fucking die this episode, and I want to make it a little less sad.

**Beth:** That's not even a Henry fact, that's like...

**Matt:** I was worried.

**Will:** I want to make it a little bit easier for people to let go of Henry.

[*laughter*]

**Beth:** Hello. My name is Beth May, or should I say “goodbye—” [*laughs*]

[*laughter*]

**Beth:** Because this might be it. Let's see, I had a really clever one that I just thought up on the fly.

**Will:** But you were so intimidated by the banana fact that—

**Matt:** It was about Minions, so you had to start over.

**Beth:** Yeah, well because Will just gave a Ron fact, basically.

**Matt**: That's what I was, I was about to say that sounded like a Ron fact.

**Beth:** It did. Speaking of cards, again, blackjack. The cards that we're about to pick to end ourselves. I think that Ron thinks that face cards... Ron does not think he's ever seen a face card, because obviously a face card would have a face on it, and it wouldn't be a king or... If there's not a big face on the card, that's not a face card, that's just a regular card.

**Matt:** They have faces.

**Will:** [*distant laughter*]

**Beth:** Well, it's not... If you're calling it a face card—

**Matt:** Oh, like a human face.

**Beth:** It should be a huge face, yeah!

**Will:** The whole card should be a face!

**Beth:** Like literally.

**Matt:** Oh, I see.

**Anthony:** Wait, wait, yeah, that's fair.

**Will:** I'm with Ron on this one! You'd think they'd call them the royalty cards or something like that, because they're all royalty.

**Beth:** Yeah.

**Will**: There's faces on a lot of stuff, and you don't say that's a face thing, do you know what I mean?

**Beth:** Yeah.

**Freddie:** Well, it would be royalty, but what about the jack?

**Anthony:** Isn't the jack royalty in some way?

**Beth:** I mean, like...

**Will:** He's the fool, isn't he?

**Beth:** The court.

**Will:** What the fuck is the— What is a jack?

**Freddie:** The jokers, my friend, are the fools.

**Beth:** Jokers.

**Will:** [*audibly eating while talking*] What the fuck is a jack, then?

**Freddie:** A jack is like their bratty kid.

[*laughter*]

**Matt:** That's a good reading. It seems like it's some sort of version of knave, like the lowest member of a court or something. So I mean, it's a thing.

**Anthony:** So yeah, royalty.

**Will:** Yeah, the intern.

**Matt:** Yeah.

**Freddie:** The intern!

**Matt:** I like it being the son.

**Anthony:** The Doug. I have the Doug of spades.

**Matt:** All bratty sons are called Jack.

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

**Matt:** Hi.

**Beth:** Hi.

**Freddie:** Screw you, Dad!

**Matt:** Yeah, you suck, Dad.

**Anthony:** Just real quick, just real quick. I want to call out somebody.

**Beth:** Okay.

**Matt:** Damn.

**Anthony:** They're one of the more handsome people.

**Matt:** Oh, that's nice, thanks Anthony.

**Beth:** Okay.

**Anthony:** So I think they can handle this.

**Beth:** Go on.

**Anthony:** James McAvoy, you're a fucking coward.

**Matt:** Wow.

**Anthony:** You think you can be in a movie where the premise is that you don't have the script and you don't know what you're going to be doing, and you can improv your way through the whole thing, and you think that makes you courageous? If you weren't a fucking coward, you would come on this podcast, where nobody knows what they're doing—

[*laughter*]

**Will:** Ooh!

**Matt:** Nice. I love it.

**Beth:** Oh my gosh.

**Anthony:** And nobody has any idea what's going on.

**Matt:** Yeah!

**Anthony:** That would show your range as a true actor.

**Matt:** Yeah. Yeah, if you were a good actor you'd be on this podcast, James.

**Anthony:** You beautiful Scottish piece of shit. Why don't you come on our damn podcast?

**Will:** [*laughing*]

**Beth:** I won't be mean to James, I will just say: Oh my God, please come on our podcast, I would freak out! Oh my God, you're so dreamy. Oh, in *Atonement*? Everything.

**Matt:** Those looks aren't going to last forever, James.

**Beth:** Oh my gosh.

**Anthony:** You know what lasts forever? DND podcasts.

[*laughter*]

**Freddie:** Immortalize yourself as a DND podcast host.

**Will:** James Pod... James Podcast.

[*laughter*]

**Anthony:** James Podcast. My name is James Podcast.

**Freddie:** James Podcast McAvoy here!

**Will:** Forget it, I'm not even going to say what... James Podcast McElroy.

**Anthony**: That should be canonically the inventor of podcasts, is James Podcast McElroy.

[*all laughing*]

**Matt:** That has to be an NPC later. Just save it, but at some point James Podcast McElroy has to show up.

**Beth:** Oh, God.

**Will:** All right, let's do this dang thing.

**Matt:** All right, let's do this.

[*intro music fades in and out*]

**Anthony:** To briefly summarize what happened last episode: You fought Barry Oak. You freed the true Lark and Sparrow. You got the Overnight Oats that are Henry's anchor, and as you left, what you thought was Canary offered you what you thought was seaweed snacks, but in reality it was Cern, who had stolen the Deck of Many Things from you, and had tricked you via some transmogrification magic into drawing from that deck.

**Anthony:** The last time that you saw Cern, you had won the Deck of Many Things from For Knights, he demanded it from you so that he could draw from it and try to revive his dead children.You refused, and he said—

**Cern:** Well fine, fuck you guys then.

**Anthony:** And basically just walked into the sunset, presumably never to be seen again.

**Matt:** Darryl doesn't usually regret his decisions, but depending on what happens, we'll see.

**Will:** It was a real deck move.

[*laughter*]

**Beth:** That's pretty funny.

**Will:** Got to get one last one in.

**Beth:** I know.

**Will:** I'm just trying to make it easier.

**Beth:** No, I get it.

**Will:** [*audibly eating again*] Henry's going to get yeeted into the fucking void, so.

**Beth:** I get it.

**Matt:** All right.

**Anthony:** Before we get into drawing from the deck itself, Freddie, do you want to talk about what you have been spending today doing?

**Freddie:** Yeah. So as you heard at the beginning of the episode, everybody has drawn the cards for their characters, and have sealed those cards away in envelopes to be opened now. We all have in our hands the cards that we drew. Glenn drew four.

**Will:** Henry has drawn three cards.

**Beth:** Ron has drawn two cards, and then Mr. Mustache, beloved trusty dog mustache man, has also drawn two cards.

**Matt:** Darryl drew zero.

**Will:** [*sing-song*] Fuck you, Darryl.

**Beth:** You're pretty bad.

**Matt:** He's grabbing some fries.

**Will:** I do want to point out that Darryl is the one who summoned the pyramid that killed Cern's kids, and yeah, all of us are bearing the brunt of the fucking consequences right now.

[*laughter*]

**Matt:** If our lord and savior Christopher Nolan doesn't consider letting Ra's Al Ghul fall being the act of killing, then I would say that I am clear on this moral problem of releasing the pyramid.

**Anthony:** If you can have a guy on a train destroy the controls to that train and then intentionally ram that train into a building and the train kills the man, that's not murder.

**Matt:** Yeah.

[*laughter*]

**Will:** [*gravely Batman voice*]I'm not going to kill your kids.

**Anthony:** Dad Batman.

**Will:** [*gravely Batman voice*] But I'm not going to not drop a pyramid on them either.

**Matt:** Anyway, who didn't catch the bag? I threw the bag and it spilled, somebody didn't catch it.

**Beth:** Oh my God, no, you literally threw it.

**Will:** No, it was that it was spilling in midair, you freaking—

**Freddie:** Let's not litigate the events of my staircase.

**Matt:** Guys, we're a team. Wait wait wait, everybody. Let's—

**Beth:** Guys, we're a team, and this is the last time we're going to—

**Matt:** Doodlers, Doodlers, we can't fight amongst each other, we're about to go through hell.

**Beth:** Guys, this is the last time we're going to be together.

**Matt:** We need to stick together.

**Anthony:** While Darryl is saying that, you can all feel your cards vibrating in your hands.

**Henry:** Hang on one second, Darryl. These seaweed snacks seem to be... Oh my golly gee goodness, I'm holding four cards from the Deck of Many Things! Cern, you freaking stinker, what's your problem?

**Anthony:** And Cern goes,

**Cern:** No no no, it's okay, it's okay, it's okay. Because I found out, guys, there's a thing about this entire area. There's an anti-violence field around it, so if anything bad shows up, it won't actually hurt you. I did this perfectly, you can't die!

[*group laughter*]

**Glenn:** Oh, you son of a bitch!

**Henry:** Oh, Cern, Cern, I wish you had asked, because we just broke that dang thing.

**Cern:** Oh no!

[*laughter*]

**Anthony:** The color drains out of Cern's face and he goes,

**Cern:** Oh no!

**Anthony:** And as he says that—

**Ron:** Kind of like the exact thing that could have prevented all of this, you know? That's kind oh... That's wild, what a trip, Cern.

**Henry:** Oh!

**Ron:** Hi again, by the way.

**Cern:** Hey, Ron.

**Anthony:** As Cern is freaking out about the fact that he may have just killed you all, who drew first?

**Beth:** Did we level up?

**Freddie:** Wait wait, we all level up.

**Anthony:** Yes, okay. We've never made leveling up anything other than a meta thing, so A, you level up, and B... Everybody levels up, and Cern reaches into his pack and goes—

**Cern:** Uh, uh!

**Anthony;** and starts grabbing every potion and every charm he can find, and just starts throwing them at you. He forces a draught down your throat as you guzzle from it, and he rubs some magic stones on you and stuff, and so you feel you get all your spell slots and all of your health back.

**Freddie:** I go to Cern and I go—

**Glenn:** Nah, I'm good.

[*laughter*]

**Anthony:** You sure? Okay, so yeah, everybody except for Glenn is back at full health and full spell slots.

**Freddie:** Well no, when you level up you go full health, don't you?

**Will**: No, it's not a video game, dude, you don't ding.

**Matt:** It's not a video game, Freddie. You need to rest.

**Will:** [*laughing*] No, you have to rest to get health back.

**Matt:** Hey Anthony, I know I'm almost dead, but in the middle of this fight I think I just leveled up, so I get all my health back.

**Freddie:** No, no, no. I love that you guys are coming at me being like, "That's not how..." Everything is made up! idiots!

**Matt:** No, but—

**Freddie:** It's all a game.

**Matt:** There's a long rest.

**Freddie:** You do whatever you want, dude.

**Matt:** There's a long rest that heals you.

**Will:** No, but there's a logic to the fact that after you get mortally wounded, you have to take a nap and then your health comes back! You can't just come back willy-nilly!

**Matt:** Yeah, you need a rest. That makes sense.

**Freddie:** I don't know, like sometimes I've had a really good lunch, and I swear afterwards I'm like, "I leveled up on that one. I feel great, I definitely am approaching life with more verve and pep in my step, thanks to that fried chicken."

**Anthony:** I will ask you again, and for the last time, do you want Cern to refill you to full health and spell slots?

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

**Anthony:** Okay. Everybody is back at full health, everybody has all their spell slots. Now, the moment of truth, who drew the first card?

**Freddie**: So I'm looking back at the transcript from the previous episode. It's not clear, because Henry rolls a Perception check, Glenn chimes in and says he grabs a bunch. I feel like the easier way would just be if Henry and I roll Initiative.

**Will:** Sure.

**Anthony:** Yeah, whoever gets the higher Initiative roll will be the person that pulled first. We'll resolve one card from each person, going round robin.

**Freddie:** And at the very least, I think it's going to be Ron first, and then Mr. Mustache.

**Anthony:** Okay, so it'll be whichever one of you two wins an Initiative roll, and then in third place is Ron and in fourth place, Mr. Mustache.

**Freddie:** Okay.

**Will:** Cool, cool, cool. Hoo boy, here we go!

**Freddie:** [*dice roll*] I got a 7.

**Will:** Initiative +2. I got a... 17.

**Anthony:** Okay.

**Freddie:** Okay.

**Anthony:** Henry draws the first card.

**Will:** Okay, as Henry is doing it, he says—

**Henry:** Darryl, get my kids out of here. Get Paeden out of here, I don't want them to see whatever's going to happen.

**Matt:** Uh…

[*baffled laughter*]

**Matt:** Sorry, I'm also looking at my leveling up.

[*group laughter*]

**Matt:** I'm just trying to think—

**Freddie:** Sorry, I'm too busy leveling up!

**Matt:** This is important!

**Anthony:** That means that canonically, fucking Darryl is looking at his fucking biceps and just being like, "Yes, yes, yes."

**Matt:** This is important!I might be the only one who can save y’all! I'm just trying to see what I get when I'm level 9. Okay, so as you're drawing it, you're essentially realizing what happened.

**Will:** I am shouting to you, because I have to turn this card over now.

**Matt:** Darryl instantly, as he's drawing it in slow motion, Darryl thinks about how he got a little stronger, he's like—

**Darryl:** I feel good.

**Matt:** But then the screech of Henry cuts through that, and he instantly dives towards the three children, you know, like it's an earthquake. Tries to cover them.

**Anthony:** Okay. Henry.

**Will:** All right, here's the envelope. [*paper shifting*] Oh, God, I'm going to puke.

**Anthony:** So just draw one card. We're going to do one card from each of you.

**Matt:** I have not looked up any of these cards, so please describe what they do to me. Because I've never looked at the deck.

**Beth:** Yeah, I haven't either. I just... I didn't want to be more depressed. [*laughs*]

[*dramatic reveal sound*, *like a cymbal*]

**Will:** Okay, I got Rogue. What does Rogue do?

**Anthony:** Okay, so Rogue... Rogue is a perfectly fine one to start off with. “A non-player character of the DM's choice becomes hostile towards you. The identity of your new enemy is not known until the NPC or someone else reveals it. Nothing less than a Wish spell or a divine intervention can end the NPC's hostility towards you.”

[*nervous laughter*]

**Beth:** I feel like so many NPCs are already very hostile toward us.

**Will:** Yeah, I know, it's like fucking... Take a number.

**Freddie:** Take a number, suckers!

**Will:** Okay, no, but this would drive Henry insane, that there's someone out there that doesn't like him, and he doesn't know who it is. Does Henry know that that's what happened? Who explains that to Henry?

**Anthony:** Yes. Basically the way we're going to contextualize this is that when you feel a card, much like in *Yu-Gi-Oh*, you immediately feel the truth of the card going through you.

**Freddie:** Ah, *Yu-Gi-Oh* rules.

**Anthony:** You know that this has happened.

**Will:** Henry draws this card and goes—

**Henry:** Oh, geez, oh no, oh no! Oh God, oh no!

**Glenn:** What's wrong, Henry?

**Henry:** It's just this one's really bad, guys. Someone out there is mad at me, and I don't know who it is!

**Freddie:** [*laughter*]

**Beth:** Oh...

**Darryl:** Should I keep covering the kids?

**Henry:** Yeah, for now, because I don't know what else is going to happen. I just know someone out there wants to kill me. Oh, man, oh. Oh, darn this deck!

**Ron:** Sometimes when people who I don't know don't like me, Samantha tells me to get off of the New York Times comment section.

[*laughter*]

**Henry:** [*sighs*]Thanks, Ron. I don't read fake news, though.

[*all laughing*]

**Matt:** No, no.

**Anthony:** Holy shit, what a twist— If you had drawn the alignment switcher? Aw, hell yeah.

**Beth:** [*laughing*] Oh my goodness!

**Will:** Just kidding, Henry doesn't say that. He says—

**Henry:** Thanks, Ron, you know, I post on there a lot too. I hope it's not one of the people I ticked off, oh, geez! It probably is!

[*laughter*]

**Matt:** This is like *You've Got Mail,* I feel like Henry was blasting Ron on the New York Times comments section without them knowing.

**Anthony:** Cern mentions this now, he goes—

**Cern:** Oh, you got Rogue. Okay, okay, that's not such a bad one. When I drew, I got Key, which allows you to get a rare magic weapon, and then I drew Talents, which destroys every magic item that you have, so I can't really help that much, I'm sorry.

[*laughter*]

**Matt:** Damn.

**Cern:** But uh... good luck, you've got like 10 bad ones and I think 8 good ones and one neutral one, so we'll see how this goes!

**Anthony:** Glenn.

[*paper shuffling*]

**Matt:** Doesn't Henry just keep drawing?

**Anthony:** I want to do it like in Christmas, where Dad opens a present and then Mom does, and then you go around.

**Matt:** Oh, okay, yeah yeah, okay.

**Freddie:** I drew Comet.

[*dramatic reveal cymbal*]

**Anthony:** All right, Comet.

**Beth:** That sounds pretty dangerous.

**Matt:** Darryl hugs the kids really tight, thinking a comet's going to come down.

**Anthony:** Glenn, you feel—and you know this to be true—that if you single handedly defeat the next hostile monster or group of monsters you encounter, you gain experience points enough to gain one level. Otherwise, this card doesn't do anything.

**Freddie:** [*laughing*]I shout to the animals, like—

**Glenn:** Hey, any of you animals want to fight me real quick?

[*group laughter*]

**Will:** Anybody got a line?

**Freddie:** As I cock the gun [*click of a gun*] back I go like—

**Glenn:** Yo, any of these animals want to fight real quick? I just got— Let's go! A small animal of some kind, right now, let's go, you and me!

**Anthony:** I guess roll Persuasion with disadvantage... Roll Persuasion and roll Intimidation, and if your Intimidation is higher than your Persuasion it's not going to work.

[*laughter*]

**Freddie:** [*dice roll*] Persuasion was 29... [*dice roll*]Intimidation was 26!

**Anthony:** Okay, so a squirrel comes bounding out of the forest and is like—

**Squirrel:** Fuck you! Fuck you! Fuck you!

**Anthony:** It comes running straight at you.

**Freddie:** I fucking aim my gun and shoot the squirrel.

**Beth:** Oh my goodness!

**Matt:** [*laughing*] Oh my god!

**Anthony:** Roll a ranged attack.

**Matt:** Darryl covers the eyes of the kids, all of them, with his huge body. He's just like—

**Darryl:** You can't look at this.

**Freddie:** [*dice roll*] 18.

**Beth:** Oh, God.

**Anthony:** Okay, 18, I'm going to roll Dexterity on the squirrel. Actually, there might actually be D&D stats for a squirrel.

**Matt:** Squirrels could be rabid.

**Will:** One-shotting a squirrel is probably pretty tough, to be honest.

**Anthony:** They're spry!

**Freddie:** But they're coming straight at me.

**Beth:** I feel— I mean, also, doesn't that gun have other things it can do, besides being a fucking gun?

**Freddie:** Yeah, right now, what this gun's going to do is let me be one level higher than everyone else, instantly!

**Anthony:** I don't think it matters.

**Matt:** Yeah, this is a pretty good effect.

**Beth:** But like...

**Matt:** He's going to be level 10.

**Beth:** Okay.

**Anthony:** Give me a sec, I'm going to roll Dexterity for the squirrel.

**Matt:** Everybody who doesn't like in a city is like, "Yeah, I get it, a squirrel's charging you, you've got to shoot it. It's a rabid rodent."

**Freddie:** If a squirrel is charging right at you and screaming obscenities at you, you tell me what you're going to do. You're going to reason with it? Huh?

**Beth:** Travis has been feeding the squirrel in our backyard out of his hand, and that thing loves us now.

**Will:** What?

**Beth:** It's so dangerous.

**Matt:** Yeah, that could be diseased.

**Anthony:** [*dice roll*] [*laughs*] The squirrel sees that fucking bullet coming.

**Beth:** Yes.

**Anthony:** And it. like, bewff! And suddenly dodges out of the way as the bullet impacts the fucking ground right next to it, and it just goes—

**Squirrel:** I'm coming for you, motherfucker, you ain't stopping me.

[*laughter*]

**Beth:** Hell yes.

**Freddie:** It's a full fight, all right! Roll damage on me, motherfucker, let's go!

**Anthony:** All right, it's going to attack you.

**Matt:** Did I expect that this would be how the deck would go?

**Beth:** My stomach is in knots because I haven't pulled yet.

**Anthony:** [*dice roll*] Does a 17 break your AC?

**Freddie:** Yes, it does.

**Will:** [*laughter*]

**Matt:** Darryl is like—

**Darryl:** Everybody stand back, he's got to take this on his own.

**Freddie:** I go—

**Glenn:** Stay back, stay back! Paeden, stay back! This one is mine! This one is fucking mine!

**Matt:** This is his fight. This is his fight.

**Anthony:** It literally doesn't even roll a die for its damage, it just does 1 piercing damage.

**Freddie:** [*laughing*] Okay, I'm going to—

**Will:** Are you going to waste all the bullets on the gun on this squirrel?

**Matt:** I mean, it'd be inefficient to shoot now, it's like on him.

**Freddie:** Yeah, the squirrel's right on me. It's time to move from close range to— I transition—

**Beth:** No, but also this gun literally offers us a hint to what to do, and then Freddie just shoots people with it. Or squirrels.

**Will:** Beth raises a good point. Freddie shot the gun, so what does the gun tell us to do? Because the gun—

**Beth:** No, because you can only choose one or the other.

**Matt:** He has to choose beforehand.

**Beth:** Isn't that sucky?

**Anthony:** You have to choose, yeah.

**Will:** Shit.

**Anthony:** And he was very clearly choosing to hurt somebody with it.

**Freddie:** I effortlessly transition to my secondary.

**Anthony:** [*laughing*] Okay?

**Freddie:** Which are the Paeden-chucks.

**Anthony:** Remember, you can choose to flourish with your Paeden-chucks.

**Freddie:** Oh, of course I'm flourishing.

**Anthony:** If you want to.

**Freddie:** Of course I'm flourishing right now.

**Will:** This is some denial of death shit going on right now. Like Glenn is so terrified that he's had a mental breakdown.

**Matt:** Of the squirrel.

**Beth:** I hope the squirrel kills Glenn.

**Freddie:** [*dice roll*] 18 on the roll +1 to the AC.

**Anthony:** Okay, so you have flourished one successfully.

**Will:** Keep going, keep going, keep going. Push your luck, come on, Blackjack Glenn Close.

**Beth:** No whammy, no whammy.

**Freddie:** That's true, Blackjack Glenn Close flourishes again.

**Matt:** How much health does a squirrel have?

**Anthony:** 1 HP.

**Matt:** Oh, I mean, just hit it.

**Will:** No, keep going, keep going. Do it.

**Anthony:** Because the flourish is to hit, not damage.

**Freddie:** [*dice roll*] It's close, it's close, it's a 5.

**Will:** Oh, 5?

**Freddie:** Yes, I got a 5.

**Will:** Keep going, push it.

**Anthony:** Okay, so if you want to flourish again, you're avoiding a 3. You've got to get higher than a 3 if you want to flourish again.

**Beth:** Let's go, baby.

**Freddie:** Actually technically higher than a 6, because I have two nuts.

**Beth:** All right, let's go.

[*laughter*]

**Beth:** Since when?

**Anthony:** Sure! Sure!

**Freddie:** Yeah yeah, no no, we've established this. Again, for those of you who want to put nunchucks in your homebrew games—

**Anthony:** I forgot.

**Freddie:** A 1 to 2 is a—

**Matt:** Can he put the squirrel out of its misery please, one way or the other?

**Freddie:** I'm just going to roll attack on it. [*dice roll*] 18.

**Anthony:** Okay. This squirrel just disappears into mist.

**Matt:** Oh no.

**Anthony:** It's like a teen-rated game, where the thing's there, then there's a puff of red and the thing's not there, so it's not really sad.

**Beth:** I love teen rated games.

**Anthony:** It just happened very quickly.

**Freddie:** And I go—

**Glenn:** Hell yeah! And I feel so fucking powerful right now, everybody.

**Freddie:** I level up, right?

**Will:** I'm hoping Glenn gets the card that changes your alignment so we can have a fucking good, morally non-reprehensible Glenn on the...

**Matt:** [*laughing*] I hope Glenn kills a squirrel and then instantly gets zapped to another dimension. That's what I hope.

**Freddie:** I level up, right?

**Anthony:** You've leveled up, you're level 10.

**Matt:** Yes, you level up.

**Will:** You level up, big boy. Congratulations.

**Freddie:** Yo, I'm level 10 now, y'all!

**Will:** Oh my God.

**Matt:** No, hey, well you're over there min-maxing, Freddie just maxed, so.

[*laughter*]

**Will:** All right, okay.

**Freddie:** This is the best possible outcome!

**Beth:** Okay.

**Anthony:** While you're dealing with that, Glenn—

**Freddie:** You guys do your thing, I'm just going to tune all of my new-ass spells and shit that I get. This is going to be awesome.

**Anthony:** All right, Ron is next.

**Beth:** Okay.

**Anthony:** Ron, what did you draw?

**Beth:** I need to get my... I need to get my...

**Will:** Oh God, I'm so nervous. I didn't care if fucking Glenn got yeeted into the void. [*breaks into a laugh*]

[*laughter*]

**Matt:** This is true.

**Beth:** Well, before I draw, I need some courage to...

[*laughter*]

**Freddie:** Oh, she's got a shot.

**Will:** She's got the tequila.

**Beth:** Alright.

**Anthony:** You know, there's a special place in hell reserved for men who waste good scotch.

**Beth:** It's rum, so it's okay. [*a silent beat*] Wowzer banowzer!

[*group laughter*]

**Beth:** Okay. I'm going to open up this Ron thing. [*paper tearing*]

**Will:** Oh, God.

**Matt:** I actually like that as a response to Glenn killing the squirrel.

**Will:** Guys, if fucking Ron gets killed, the podcast really is over.

**Beth:** I'm going to be very upset.

**Will:** We're screwed.

**Beth:** I am so nervous, I'm shaking. My hands are sweating. Okay.

[*dramatic reveal cymbal*]

**Beth:** Donjon.

[*gasps*]

**Freddie:** No!

**Matt:** No!

**Beth:** What?

**Anthony:** So instantly—

**Beth:** What?

**Will:** Oh no!

**Anthony:** Ron—

[*digital vanishing sound effect, ominous white noise starts*]

**Anthony:** —disappears, and becomes entombed in a state of suspended animation, in an extra dimensional sphere.

[*quiet extended laughter*]

**Beth:** Holy shit!

**Anthony:** Everything that Ron was wearing and carrying stays behind in the space that he occupied when he disappeared.

**Beth:** Oh no!

**Anthony:** Ron will remain imprisoned until he is found and removed from the sphere. He cannot be located by any divination magic, but! A Wish spell can reveal the location of his prison. He draws no more cards.

[*ominous white noise stops*]

**Beth:** [*wheezing*] Oh shit! Oh my God.

**Will:** Holy shit.

**Beth:** Well guys, it was fun.

**Freddie:** Okay.

**Anthony:** The last thing that you see is Mr. Mustache in dog form looking up at you and going, [*cute sad dog whines*].

**Beth:** Oh my God! Mr. Mustache!

**Will:** Oh no!

**Anthony:** And you're gone, and he's just sniffing the grass where you were and pawing at it.

**Beth:** Oh no!

**Will:** Beth is downing the second shot. Oh boy.

**Matt:** There goes the ratings of the podcast. Goodbye.

**Will:** No one wants— Now we're four men doing a Dungeons & Dragons podcast.

[*all laughing*]

**Anthony:** The dream.

**Beth:** Sorry, cucks. I'm taking all the women with me.

[*laughter*]

**Anthony:** This is now a Joe Rogan fancast.

**Henry:** Ron! Where did Ron go?

**Matt:** Darryl runs and grabs the underwear. He's like—

**Darryl:** Ron? Ron? Where— Where's Ron?

**Anthony:** Cern immediately goes—

**Cern:** Oh no! Oh no, he got Donjon'd. Oh no!

**Henry:** What? What the—

**Beth:** It seems like such a funny card name.

**Anthony:** I know!

**Henry:** Oh geez, oh geez!

**Darryl:** I can't believe Ron got Donjon.

**Beth:** Can Mr. Mustache draw?

**Anthony:** Yes, go ahead.

[*paper shuffling*]

**Anthony:** So what is Mr. Mustache 's first card?

[*dramatic reveal cymbal*]

**Beth:** [*nervous laugh*]I think this is another bad one, guys.

**Anthony:** What's it called?

**Will:** [*gasp*]

**Beth:** The Fates.

**Anthony:** No that's good!

**Will:** That's good! That's the best card!

**Matt:** That's the best card!

**Beth:** [*excited*] Oh, really?

**Anthony:** Okay, so “reality's fabric unravels and spins anew, allowing you to avoid or erase one event as if it never happened.”

[*quiet excited laughter*]

**Anthony:** “You can use the card's magic as soon as you draw the card, or at any other time before you die.” Mr. Mustache goes—

**Mr. Mustache:** [*puppy dog noises and pants*]I can undo it. I can undo that! I can undo anything. I can undo anything...

**Will:** Uh-oh.

**Freddie**: Oh no.

**Darryl:** Undo Ron going away!

**Will: O**h no!

**Anthony:** What do I do?

**Henry:** Oh, oh, Mr. Mustache, this is perfect! Change Cern stealing the cards! Maybe Cern doesn't steal the cards, he steals something else by mistake!

**Darryl:** Henry, we don't even have to have ever come here, just undo us getting sucked in here in the first place!

**Henry:** Oh my God, you're right, we could just be on our... Wait wait wait, I don't know if that would work, oh my God—because what if then our dads came and got us later? Oh my gosh.

**Glenn:** Yeah, we might just end up here anyway! Regardless.

**Darryl:** We just won't ever go to play soccer ever again. We'll all play football instead.

**Henry:** What if we—

[*laughter*]

**Freddie:** This is actually Darryl— Darryl's dream is that the person who invented soccer didn't invent soccer and invented football.

**Henry:** Glenn, what do you think we should do? What should we do?

**Glenn**: My first thought was the pyramid. If we can undo the pyramid, then Cern never loses his kids, and then... But then... who knows what else would have happened?

**Darryl:** Oh, that's true. Ron, what do you think? Oh my God, oh sorry.

**Henry:** Oh, God, he's gone!

**Darryl:** Ron's gone.

**Henry:** I miss Ron!

**Darryl:** Oh God, we've just got to make sure we get Ron back, though, whatever we do.

**Anthony:** Mr. Mustache is like—

**Mr. Mustache:** The first time you ever asked Ron for his opinion.

[*laughter*]

**Beth:** [*laughing*] Aw!

**Darryl:** Sometimes you don't realize you miss something until it's gone, and now...

**Glenn:** [*singing Big Yellow Taxi by Counting by Joni Mitchell*] ”Don’t it always seem to go—”

**Darryl:** Really did add a whole element to this group.

**Glenn:** [*singing*] **“**That you don’t know what you got, ‘til it’s gone.”

[*laughter*]

**Beth:** Till it's Ron. [*laughs*]

[*laughter*]

**Freddie:** [*laughing*] Till it's Ron.

**Will:** Henry kneels down. He's like—

**Henry:** It's okay guys, I'm really good with dogs. Mr. Mustache?

**Mr. Mustache:** Yeah.

**Henry:** We want you to undo Cern stealing the cards, so that this never happens, okay, boy? Can you do that, boy?

**Mr. Mustache:** I could, but I think if I undid that, there's a possibility that he would just try again, and then succeed that time, and I wouldn't have actually prevented much.

**Hery:** Dang, that's true. Dang, dang, dang.

**Beth:** My dog is so much more smart than Ron.

[*laughter*]

**Darryl:** I would say go back further. I'd say save Cern's kids.

**Mr. Mustache:** The thing is, the Fate wish doesn't allow you all to jump back in time with the knowledge that you now have, it just undoes that one thing's existence. So—

**Beth:** Guys, the Mustache wants what it wants.

[*laughter*]

**Matt:** Darryl kneels in front of Mr. Mustache, and uses his— He has animal handling, because he's good with dogs.

**Will:** That's for riding them, dude, that's not for charming them.

[*group laughter*]

**Anthony:** So he gets on top of Mr. Mustache.

**Matt:** Animal handling can be all sorts— How do you think you ride an animal well? Is to talk... good to it, so... He sits down—

[*laughter*]

**Anthony:** You want to try that again?

**Matt:** No, I said what I said. I kneel down—

**Freddie:** Yeah, actually, Matt, I think I've stayed at an Airbnb where that was actually over the door.

**Matt:** I kneel down. I go—

**Darryl:** I promised this lizard—this friend—that we would get his kids back, no matter what, if there was some way to do it. If you can just undo that pyramid, if you can undo that mistake, if you could undo... I'm pretty sure it was Henry didn't catch the beans, I forget, but I'm pretty sure it was Henry didn't catch the beans right. It's not the guy who throws it's fault, it's the person who doesn't catch it, it was a good throw. Anyways, that's not the point.

**Anthony:** [*laughing*]That's insane!

**Matt:** The point is—

**Henry:** Darryl, if that happens, we could all die! We don't know what'll happen if the pyramid didn't show up, that was how we escaped!

**Darryl:** But isn't that worth the life of two kids? If those were your two kids, Henry, would you be willing to do that?

**Glenn:** Yeah, but we might be dead, Darryl.

**Henry:** My two kids were in the fucking pyramid, dude!

**Darryl:** But if they were dead, if they were dead, would you undo it?

**Glenn:** They're not dead now, why would you try? Ain't broke, don't fix it! That's the rule, number one rule of time travel!

**Darryl:** Cern's boys are just as important as our boys!

**Henry:** The... Oh, geez, Darryl, I just, it could really goof a lot of stuff up! Our kids— if we die, our kids are stuck in this dimension, dude! If we all got killed because something else happened then, then what's going to happen to our children? They're not going to have their dads, they're going to be stuck here with their shitty grandparents! They’re—Yeah.

**Darryl:** I was making that argument back when we first didn't give Cern, and just a lot of people gave me a hard time for it, but now I'm hearing it from you folks, it definitely seems like the right idea.

**Anthony:** [*laughing*] A lot of people, who are these a lot of people? Just random people you passed on the fucking road?

[*all laughing*]

**Beth:** People of the New York Times comments section.

**Anthony:** Just random people walking down the fucking Faerun being like, "Hey, by the way, I think that was shitty what you did to those cards."

**Matt:** Now that I'm hearing somebody else's argument—

**Anthony:** I'm canceling my subscription to your newsletter.

**Matt:** I'm hearing it from somebody else's mouth.

**Will:** Everyone in the comments of Ross Douthat's op-ed about how Matt had the right idea was roasting Matt.

**Anthony:** Okay, can I have a two minute break to think really hard about what I'm going to do?

**Freddie:** Yes, yes, yes, of course. Let's take a quick break here.

**Beth:** Okay.

**Will:** Yes.

**Matt:** Yes.

**Anthony**: Okay.

**Will:** [*singing the Scam Likely hold music (cover of Girl from Ipanema)*] Dee, dee-dee, dee-dee-dee-dee.

**Freddie:** For the first time we are confronted with such a momentous moment that our DM needs to take a breather and think about it, so we're going to actually cut to commercial now, we'll be right back.

**Will:** [*sings silly dramatic fade out*]

**Anthony**: I'll be back.

[*dramatic fantasy fade-out music*]

[ad break]

**Will**: All right, Anthony is back.

**Anthony:** Okay.

**Will:** Our stomachs are once again in knots.

**Matt:** We're all staring at Mr. Mustache.

**Anthony:** I went out into my living room and I consulted with my wife, I consulted with my priest. So here's what happened. We're going to go inside the mind of one Mr. Mustache for a second.

[*laughter*]

**Freddie**: Let's go into the mind of the Mr. Mustache.

**Anthony:** Mind of the great Jennings.

**Freddie:** Of the great Jennings.

**Anthony:** [*laughs*] I've got the fucking team on my back.

**Freddie:** Mr. Mustache, put the team on your back.

**Anthony:** Okay, so Mr. Mustache has two loves within him.

[*dramatic synth and piano music starts playing, building over the monologue*]

**Anthony:** One of which is the love for the person that he once was, some essence and truth of what he once was, that he knows he no longer is. He feels like he's missing something, that's why he's wanted so badly to have a body, that's why he's been trying to open mouth kiss so many people, to have a body.

**Beth:** Same.

[*laughter*]

**Anthony:** He feels incomplete, and he feels wrong.

**Matt:** I never would have thought we would have gotten who Mr. Mustache is in this episode, this is great.

**Anthony:** That is one element of who Mr. Mustache is and what drives him. The other one is pure and simpler and more tangible, and yet even more mysterious, and that is love for Ron Stampler.

[*gasps*]

**Beth:** I'm going to cry.

**Anthony:** The one person who's been consistently decent to him, the one person who has been there for him and he's tried to be there for as well. The first other living being that he could really glom onto and understand, after he lost everything that he was. In a way, it's almost like Ron is his father as well. It's almost like Ron is the only thing he has close to family. When he thinks about what he wants to undo and he thinks about what he wants to change, he has the ultimate choice of: is it about me, or is it about the people I love?

**Will:** [*gasps*]

**Anthony:** With that in mind, Mr. Mustache looks up into the sky and he says—

[*music crescendos*]

**Mr. Mustache:** I wish Scam Likely had never died.

[*all laughing, ongoing over the music*]

**Anthony:** In that instant—

**Beth:** Awful, I will never be nice to this dog again!

**Anthony:** Mr. Mustache disappears and is replaced with a familiar form.

**Freddie:** Holy fucking shit.

**Anthony:** Of Scam Likely, now taking the visage of Ron and he goes—

**Scam Likely:** Here's someone you didn't expect to see, it's me, your old pal, Scam Likely!

**Beth:** Fuck that dog! Fuck that dog!

**Freddie:** Fucking hell.

**Matt:** Oh my god.

**Beth:** Oh my god.

**Will:** [*laughing so loud, perhaps dying*] Oh my god!

**Beth**: Bad dog. Bad dog.

**Anthony:** The dog no longer exists. The mustache is on his face again, once again dancing with its little antennae.

[*music starts to fade out*]

**Matt:** Do we know what changed? Do we see this, or do we just think Scam... We don't remember Scam ever dying or anything.

**Anthony:** I feel like it's okay if you know what changed for this one.

**Matt:** Okay, okay, so it changed, okay.

**Anthony:** Yeah. You basically watch in front of you as that mustache disappears and is replaced with the form of Scam Likely in the visage of Ron, but wearing a very— a gleaming sequined tuxedo.

**Will:** [*laughing again*]

**Beth:** In the visage of Ron, you asshole.

**Matt:** Does he have the mustache?

**Anthony:** He has the mustache and the mustache is like—

**Matt:** I rip the mustache off, and I go—

**Darryl:** You selfish piece of crap.

**Anthony:** Roll Dexterity.

**Matt:** Uh-oh. Oh no, did I make a Darryl mistake?

**Will:** Darryl got aggro.

**Matt:** [*dice roll*] 14+1.

**Anthony:** Okay, I'm going to roll for Scam. [*dice roll*] Darryl, you reach out, and your thumb and forefinger clamp around hair, and you yank as hard as you can, and you see as you pull a mustache off of his face, but you immediately feel like, "Oh no, it came off too easily," and it's a false mustache he was wearing on top of his mustache.

[*group laughter*]

**Anthony:** He says—

**Scam:** Oh, did you think you're quicker than me, the god of scams? Oh Scam Likely? Scam Likely away!

**Anthony:** He swishes his cape and then twirls around, and then whoo, he's gone.

[*laughter*]

**Beth:** No!

**Will:** He still has a card to draw!

**Matt:** Bring back Ron!

**Will:** He still has a fucking card to draw!

**Anthony:** No, Mr.Mustache had a card to draw. Scam Likely has no more cards to draw.

**Beth:** Fuck this.

**Will:** That seems like a cheat.

**Beth**: I am—

**Matt:** No no, Anthony can essentially say anything changes now.

**Anthony:** Actually—

**Matt:** If Scam Likely didn't die, a whole bunch of stuff could have changed.

**Anthony:** I'll say Scam Likely does... He'll draw his other card.

**Beth:** Okay. That's nice, Scam.

**Will:** Yes.

**Matt:** Can I be the rules lawyer now? Because, is Mr. Mustache a different person? Because Scam Likely did not draw cards.

**Anthony:** Mr. Mustache is the essence of Scam Likely, he was the soul of Scam Likely.

**Will:** Yes. Yeah.

**Matt:** Oh.

**Will:** He's like his horcrux. Does he try to bamf out but he can't, because he's bound by the presence of the card?

**Anthony:** Yeah, so he tries to bamf out, he goes—

**Scam:** Bye-bye!

**Anthony:** And then, whoosh, and then he goes, [*whipping mouth noises*]. Like a whiplash, is just suddenly yanked back into the exact spot that he was in, and he goes—

**Scam:** Ah, yes, yes, yes, the other card. Let's see.

**Anthony:** Okay, so let's get Scam's other card out of the way really quickly. Can you draw Mr. Mustache 's other card?

**Beth:** Shouldn't Glenn go next?

**Anthony:** He could,but I don't want Scam Likely to just be standing there while you guys do all of your stuff.

**Beth:** Okay. [*paper shuffling*] I feel like I have so much power over you, because I could just be like... no.

**Anthony:** Yeah, if you knew what the cards were and could trick me into thinking that you hadn't just looked them up.

[*laughter*]

**Matt:** So nothing else changed, just Scam.

**Anthony:** Just Scam is still alive.

**Will:** I feel by the way like the reason nothing else changes is that Scam Likely came back to life but was aware of what happened and decided to not fuck with anything. Because this was too good a scam.

**Matt:** Yeah, Scam disappeared and he wanted us all— The scam is that—

**Will:** Yeah.

**Matt:** Yeah. This feels like what Scam would do.

**Anthony:** Yeah, he fell down into that chasm and basically just was okay.

**Matt:** Yeah, he just hung out for a while, just chilled.

**Beth:** Okay.

**Matt:** He was like, "This is going to be funny when I come back."

**Anthony:** Yeah.

**Will:** Now he's Scam Likely the White.

[*dramatic reveal cymbal*]

**Beth:** Okay. This card says Balance.

**Freddie:** What?

**Anthony:** Oh shit!

**Freddie:** Holy shit!

**Anthony:** [*at a volume which distorts his audio*]What? What? Oh my god!

**Will:** Holy shit! What's Balance? What's Balance?

**Beth:** What? What? Oh no, I'm so scared, I'm so scared, what happened?

**Will:** Is this good?

**Anthony:** What?!

**Freddie:** Holy shit.

**Will:** Oh my God, is this what I think it is?

**Anthony:** Okay, okay.

**Freddie**: Holy shit.

**Anthony:** Here's what Scam Likely feels. [*almost off-mike, loudly*] What the fuck?!

**Beth:** What is it? Oh my God, I'm so scared, I'm so scared.

**Freddie:** Holy shit.

**Matt:** What is this?

**Anthony:** Scam Likely feels his mind suffer a wrenching alteration that causes his alignment to change.

[*all bust out laughing*]

**Freddie:** Holy shit!

**Anthony: “**Lawful becomes chaotic, good becomes evil, and vice versa. If you were true neutral or unaligned this card has no effect on you.”

**Will:** Yes!

**Anthony:** Scam Likely becomes lawful... Oh, God.

**Will:** Good, right?

**Anthony:** I guess still neutral, because the opposite of neutral is neutral.

**Matt:** What was he?

**Will:** Was he... Scam Likely wasn't neutral, bro, come on.

**Matt:** He was evil.

**Anthony**: He was chaotic neutral. He helped you and he hurt you.

**Beth:** True.

**Will:** When did he help us?

**Matt:** Shit, he was chaotic neutral.

**Freddie:** Wait, so he has a new name. He becomes like… He becomes like...

**Beth:** Scam Certainly?

[*laughter*]

**Will:** He becomes Quite Frankly.

**Matt:** A chaotic neutral person doesn't change.

**Freddie:** A true neutral person does not change.

**Anthony:** No, a true neutral person does not change.

**Matt:** Oh, so now they're lawful neutral.

**Freddie:** He's lawful.

**Anthony:** Yes, I think so.

**Matt:** Lawful neutral is just like a...

**Will:** Like a libertarian.

[*laughter*]

**Matt:** Yeah, like a— Yes. Just somebody who just rule checks all the time, I guess.

**Anthony:** [*in the Scam Likely cadence*] Don't get upset, you don't know who to call, my name is Ronald Paul!

[*laughter and cackling*]

**Will:** Oh, oh, I've got it, I've got it, I've got. Anthony, Scam Likely's new persona is Well Actually.

[*laughter*]

**Freddie:** Holy shit.

**Beth:** No.

**Matt:** Shit. Oh no, I hate him now.

**Beth:** Oh man, yeah, I liked him before but now...

**Matt:** That's true though, that's what he would be.

**Beth:** Yeah.

**Freddie:** Yeah, he's Well Actually.

**Matt:** Well actually...

**Anthony:** Okay, okay, give me a second to think up a rhyme for that.

**Beth:** This is so upsetting.

**Freddie:** Holy fuck, dude.

**Matt:** We just got rid of the two most popular characters on the podcast.

**Will:** Ron's gone, Scam Likely's a mansplainer.

**Anthony:** [*Scam Likely cadence*]Just follow the rules and listen to me, you're about to get schooled by Well Actually.

[*group laughter*]

**Matt:** That's pretty good.

**Beth:** Oh man, the schooled part really gets me.

**Anthony:** Immediately, the top hat that he was wearing turns into a fedora.

**Beth:** Oh. Oh my God.

**Will:** Oh my God!

**Matt:** Podcast is over.

**Freddie:** Fuck!

**Anthony:** Sprouts of hair come out of his face and his neck.

**Freddie:** Holy fuck!

**Anthony:** The first thing he does is he crosses his arms and goes—

**Well Actually:** Actually, I think the first thing you probably should have done is not let the dog draw any cards at all.

[*laughter keeps picking back up*]

**Freddie:** Holy shit, Anthony, I can't believe—

**Well Actually:** If I were me, I would have had one of you try a seaweed snack on its own to see if that's a good— Generally when somebody is going to offer you something—

**Freddie:** Holy shit.

**Well Actually:** —you want to just try one at a time to make sure that it's okay, and then you go in. The fact that you guys all took them at once, that was a rookie move. Well Actually, I'm out.

**Anthony:** He just sort of struts away and slowly turns two-dimensional and disappears.

**Henry:** Oh my God, I hate that guy.

**Darryl:** I hate it.

**Glenn:** That guy fucking sucks.

**Beth:** As a woman who has been to college and bars, I had a visceral physical reaction to that.

[*laughter*]

**Anthony:** Actually he leaves, and then he comes back and goes—

**Well Actually:** Actually, I think I want to see how the rest of this plays out, you might need some of my advice.

**Freddie:** This fucking guy, this fucking guy.

**Darryl:** Get out of here. Get out of here, Actually.

**Anthony:** You definitely need some help.

**Henry:** No wait, wait, wait, no, no. Just hear me out. We could use a pedantic person to help us interpret some of the rules of these cards. That's all I'm saying, guys, that's all I'm saying.

**Beth:** We could use a guy who's going to give us the hoppiest IPAs ever.

[*group laughter*]

**Anthony:** [*still laughing*]I almost feel bad for Mr. Mustache, because his one dream in life was to like...

**Freddie:** Let that be a lesson to Mr. Mustache.

**Matt:** Scam Likely died twice now, it's so sad.

**Anthony:** Oh my God, the whiplash if you're a Scam Likely fan! I'm so sorry.

[*even more laughter*]

**Matt:** It's over.

**Freddie:** Oh my God.

**Anthony:** There's no way he'd come back again.

**Matt:** He would be better dead. He would've been better dead! You die a hero or you live long enough to become Well Actually, I guess.

**Anthony:** Well Actually is leaning up against a tree in what he thinks is a cool pose, but his posture is really bad and he just looks like this weird human goblin.

**Beth:** He's got huge pockets, I can tell.

**Anthony:** And he's watching you.

**Freddie:** Huge pockets.

**Anthony:** Tipping his fedora, wearing his *Boondock Saints* peacoat with a *Watchmen* pin on it.

**Beth:** No, shut the fuck up.

[*another burst of hysterical laughter*]

**Anthony:** It is now Henry's turn to draw from the deck.

**Will:** Henry, just staggered by the events of the last few minutes, just shudders and he goes—

**Henry:** I don't know what the fuck I'm going to draw but I hope it's not as bad as all that.

**Will:** With that he draws...

[*dramatic reveal cymbal*]

**Will:** I draw Moon.

**Freddie:** Oh my God.

**Anthony:** Moon. “You are granted the ability to cast the Wish spell, 1d3 times.” Let me describe the Wish spell.

**Matt:** Yes, bring back Ron!

**Will:** Yes.

**Anthony: “**Wish is the mightiest spell a mortal creature can cast. By simply speaking aloud, you can alter the very foundations of reality in accord with your desires. The basic use of this spell is to duplicate any other spell of 8th level or lower. You can either duplicate a spell or create one of the following effects of your choice. You can create an object of up to 25,000 gold in value that is not a magic item, you can grant up to 10 creatures immunity to a single spell or other magical effect for 8 hours, you can undo a recent event by forcing a reroll of any roll made within the last round.”

**Will:** Whoa.

**Matt:** There's a big asterisk after this Wish spell.

**Anthony:** Yeah, I'm going to get to the next part, because this part is rules lawyer-y. “You might be able to achieve something beyond the scope of the above examples. State your wish to the DM as precisely as possible. The DM has great latitude in ruling what occurs in such an instance. The greater the Wish, the greater the likelihood that something goes wrong. The spell might simply fail, the effect you desire might only be partly achieved, or you might suffer from some unseen consequence of how you worded the Wish.”

**Anthony:** “For example, wishing that a villain were dead might propel you forward in time to a period when that villain is no longer alive, effectively removing you from the game. Similarly, wishing for a legendary magic item might instantly transport you to the presence of the item's current owner rather than transporting it to you. The stress of casting this spell to produce any effect other than duplicating another spell weakens you. After you endure that stress, each time you cast a spell until you finish a long rest, you take 1d10 necrotic damage per level of that spell.”

**Beth:** Holy shit.

**Anthony:** Which will be relevant if you have to fight Death or something like that.

**Will:** [*dice roll*] First of all, I rolled and I got a 1, so we have one Wish.

**Freddie:** Ooh… fuck, dude.

**Anthony:** Shit.

**Henry:** Here's what I'm thinking. What if we wish that we gave Cern the Deck of Many Things, back at the For Knights tournament? Because hear me out.

**Darryl:** That's...

**Beth:** [*stressed exhale*]

**Henry:** We never saw Cern again after that. That is such a— Give Cern what he wanted originally, and we never run into him again, that doesn't change our timeline, and then Cern gets to make the decision about what to do with his kids.

**Darryl:** That seems like that's pretty far removed...

**Glenn:** Yeah, this guy's seen *Primer*, Henry.

**Darryl:** So many things could change. That's a pretty big change from a long time ago.

**Glenn:** Yeah, and if he gets his kids back, that might undo the pyramid, that might undo a lot of stuff, dude.

**Anthony:** You hear from behind you a voice go—

**Well Actually:** Ugh, do you want me to tell you what to do?

**Henry:** Is that Scam? Scam, is that you?

**Anthony:** You turn around and he goes—

**Will Actually:** Actually, my name is Well Actually.

[*laughter*]

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

**Well Actually:** What you want to do, I don't know if you were listening when you felt the truth of the cards inside of your soul, but the Wish card says that you can undo a single recent event by forcing a reroll, and you just rolled a 1. So, I don't know, maybe you could try to force a reroll to get higher than a 1 so you could have your cake and eat it too.

**Henry:** Well, actually, I... Yes, and I just made a roll, so... Oh.

**Darryl:** This is why I hate Primer.

**Henry:** Wait, wait, no, he's saying— No no, I see what you're saying. Oh wait, he's right. I can reroll to get more wishes.

**Well Actually:** Of course I'm right, I'm Well Actually.

**Freddie:** [*laughs*] This fucking guy.

**Henry:** First thing I should do is wish to reroll my Wish roll, so I can get more wishes.

**Darryl:** But that's the number one rule of all wish stuff, is you can't wish towards the wishes. That makes no sense.

**Henry:** Darryl, I think it's worth the risk to get more rolls so that at the very least we can get Ron back and still try for one more thing.

**Glenn:** But Henry, one thing really quick though. You might use this to go for more wishes, but it won't even matter. There's already a 33% chance that by doing this, it won't matter how many more wishes you get, you'll no longer be able to cast any more wishes.

**Henry:** Glenn, how did you know that? Did your dad tell you about the Deck of Many Things too?

**Anthony:** Well Actually is whispering into his ear.

**Freddie:** [*laughs*] Yeah, I turn around, I'm like—

**Glenn:** Thanks, Well Actually!

**Freddie:** And I give him a thumbs up.

**Well Actually:** No problem.

**Will:** This is actually really good that Well Actually showed up.

**Henry:** Oh gosh, you know what? You're right. What if I get all these wishes and then I can't even cast it? I think we've just got to stay the course on this one. [*deep, calming, breath*]

**Will:** How many cards have we done?

**Freddie:** I have three remaining.

**Will:** And I have two... Wait, this is my second, I only have one card. I only have one card remaining.

**Anthony:** That means we have four cards remaining. You two are the only ones left with cards.

**Beth:** Yeah.

**Will:** Okay.

**Matt:** Oh, you could wish Ron drew a specific card.

**Will:** The problem with doing just Ron draws any other card is there's way worse cards than Donjon in the deck.

**Beth:** There are?

**Will:** Ron can draw—

**Freddie:** Yeah, because Ron drew two cards.

**Will:** Yeah, there's the one—

**Anthony:** There's Void, which is very similar, in terms of like...

**Will:** Yes, there's another card essentially exactly like it, and then there's also the card where he has to fight Death and stuff like that, so the...

**Matt:** I mean, fighting death is probably better.

**Beth:** I mean, yeah, I could take Death.

**Will:** Not really.

**Matt:** I mean, it's also probably not knowing— Not knowing the card is also—

**Freddie:** No, but Death is... You have to 1v1 Death.

**Beth:** Ron could do that. If he were here he would probably say that he could do that.

**Glenn:** I have one thought, I'd like to throw one thing in there. I don't know if this would sneakily give you a free... Because changing events in the past has an effect here, and a very simple one, which is you just wish that Ron, ever since he was a kid, has always hated seaweed snacks. What that would do is, it would mean that from the beginning, Ron just would never have drawn. Maybe Mr. Mustache, all this stuff would have happened— but that seems like a really clean way of being like, yeah, Ron would just not take any seaweed snacks, that's it.

**Henry:** Wait a second.

**Glenn:** It changes the past a little bit, but not so much, it's just a tiny switch. It's just that one time he had a bad seaweed snack and he's like, "No thank you," and that's it.

**Darryl:** I like that, because everybody shouldn't like seaweed snacks. That's a good idea, Glenn.

**Glenn:** It doesn't shake things up too much, but it brings our boy Ron back.

**Darryl:** It just means Ron didn't draw two cards.

**Glenn:** Exactly.

**Anthony:** It means Ron didn't draw anything.

**Freddie:** Yes.

**Henry:** Okay. That's really interesting, Glenn, I like that. That's... Okay.

**Glenn:** Also, it lets you do time travel without doing time travel, thanks. You're welcome.

**Darryl:** Ron, really— Oh, Ron's not here to answer. I just hope that there wasn't any really important part of his life that involves seaweed snacks. Hopefully he didn't propose over seaweed snacks or something.

[*laughter*]

**Henry:** All right, I think we've got it. Glenn, that's a really good idea.

**Will:** I hold up the card and I say—

**Henry:** I wish that Ron Stampler has always hated seaweed snacks.

[*sound effect of space shifting and electricity zapping. A clock starts ticking and there’s ambiguous time-travel-y background noise*]

**Anthony:** As you say that, the card vanishes in your hand, and the meta-camera that's been watching you the whole time. We zoom back in time to the moment when all of you were running out of the temple. Canary is standing there with a platter of seaweed snacks, and she says—

**“Canary”:** [*echoing reverb effect over her voice*]You all look so injured. Take these, they'll give you 1d8 worth of health.

**Anthony:** And Ron, as you look at these seaweed snacks, you remember as you have almost any time that you've seen seaweed snacks, the moment where your father was pulled into a lake and drowned, and you saw little—

[*background noise and ticking cuts out*]

**Beth:** I was lit— Anthony, you and I are on the same fucking page.

**Will:** Holy shit.

**Beth:** I was literally, I was like, "That's what it is." Okay, okay. Sorry I interrupted you.

**Anthony:** You carry it now, because you know what I'm talking about.

**Ron:** [*echoing reverb*] Uh, is that seaweed?

**“Canary”:** [*echoing reverb*]Yeah, yes, it is. It'll heal you up, you need—

**Ron:** [*echoing reverb*] No, I don't want anything to do with that. [*stuttering*] And don't put it near me, it could get wrapped around all of us and make us eat snacks.

**“Canary”:** [*echoing reverb*] But it'll make you healthier, it'll be—

**Ron:** [*echoing reverb*] Oh, that doesn't make you healthier, Canary, trust me! I've seen terrible things happen with seaweed, not even in the sea, too. Because did you know that seaweed can be not in the sea? It can be in lakes and stuff. I guess it's called kelp then. But it's the same sort of basic principle where anything just sort of long and— I don't want that. I'm hungry though. Do you have anything else?

**Will:** [*laughs*]

**Glenn:** [*echoing reverb*] I think they're making fries.

**Darryl:** [*echoing reverb*] We've got fries.

**Henry:** [*echoing reverb*] We have fries—

**Ron:** [*echoing reverb*] Okay, I'll wait for—

**“Canary”:** [*echoing reverb*] I guess there are fries, but you should really— They go really well with seaweed!

**Ron:** [*echoing reverb*] I'll wait for the fries. No, I don't think so.

**“Canary”:** [*echoing reverb*] Okay.

**Henry:** [*echoing reverb*] One second though, Ron, I will take three of those seaweed snacks, though.

**Glenn:** [*echoing reverb*] Oh, I heard the weed part, so I'm going to grab four.

**Matt:** Darryl who always does the opposite of Ron grabs five. No— [*laughs*]

[*laughter*]

[*electric crackle and whoosh sound*

**Anthony:** We zoom forward in time, back to the moment that Henry revealed that he drew the Wish card. The Wish card comes out of the deck but written on the card are the words, "This card was already used in an alternate time stream," and it crumbles to ash in Henry's hands.

[*burning and crumbling sound effect*]

**Will:** I'm like—

**Henry:** Oh geez, I guess I used this already. Oh, weird, I hope I wished for something good.

**Ron:** I bet not.

**Henry:** Hey Ron.

**Freddie:** [*laughs*]

**Ron:** What'd you use the Wish card on, Henry? Gosh, we could have used that for something really cool.

**Darryl:** Yeah, Henry, you used the Wish card and we still drew cards?

**Henry**: Well geez, [*stutters*] I'm assuming—

**Anthony:** Yeah, get his ass.

[*laughter*]

**Anthony:** Well Actually is like—

**Well Actually:** Yeah, drag him.

**Glenn:** Hey, what the hell, yeah, Henry—

**Well Actually:** It's really fucked up, why are you guys still drawing cards? That feels like—I would have just said don't draw any cards, that's what I would have wished for.

**Glenn:** Henry, that's so selfish of you, to just use the Wish card before any of us could even know what it is!

**Henry:** I don't know what I did! I clearly did something! Oh, geez, gee, I probably screwed it up, though.

**Ron:** This sucks.

**Henry:** You guys are right. Heck, it clearly didn't do— I'm sorry. I'm sorry I screwed up the Wish card, ah, crap.

**Ron:** Well, it's— I forgive you.

**Henry:** Oh, thanks, Ron, I appreciate that.

**Darryl:** Henry, you probably did a good job. Maybe you just killed Hitler.

[*laughter*]

**Henry:** No, but you just said Hitler! You wouldn't know who Hitler was if I killed him, unless I killed him after he did all the bad stuff. And I wouldn't wish for that.

**Darryl:** You didn't even kill Hitler? You had a wish card?

[*ongoing laughter*]

**Henry:** Oh my God, I didn't wish to kill Hitler, oh, no!

**Glenn:** Man, that's jacked up. I don't know about Henry, man.

**Matt:** No, Glenn doesn't care that his kid smokes weed, but at least he would've killed Hitler.

**Glenn:** Yeah, Henry, I might be the worst dad out of all of us, but even I would've gone and killed Hitler, dude.

**Henry:** Look, it's a lot of pressure! I probably just didn't think about it, I was probably freaking out about something else.

**Glenn:** That's the only one thing I think about any time someone comes up— I want—

**Ron:** Guys, guys, stop.

**Anthony:** Well Actually is like—

**Well Actually:** If you had killed Hitler, it would have been like the end of the Mark Wahlberg *Planet of the Apes*. You would have been in this world and everybody was Hitler, it would have been real bad.

**Beth:** Ah! No!

**Darryl:** Ron, what were you going to say? I feel like there's a part of my soul that felt like we missed you for a moment, and I just want to make sure that from now on I listen to you.

**Ron:** Well I was—Yeah, I mean, like... I don't know about you guys, but the last hour or so has been so boring. I was bored to tears, it was like I wasn't even here. God.

**Will:** I haven't been this bored since I watched the movie *Don Jon*. With Joseph Gordon-Levitt.

**Matt:** Maybe Glenn can spice it up for us. Glenn, you want to pull that card and see what happens?

**Anthony:** All right, Glenn, it's your turn.

**Freddie:** Glenn [*breaks into off-mic laughter*] Gl— [*laughing*] Glenn drew...

[*dramatic reveal cymbal*]

**Freddie:** Sun.

**Anthony:** All right, so Sun. Sun means... You piece of shit!

**Beth:** What?

**Anthony:** Sun means you gain 50,000 XP and a wondrous item!

[*group laughter*]

**Beth:** Fucking of course!

**Will:** What?

**Beth:** This is so upsetting.

**Matt:** I fucking hate this podcast.

**Freddie:** Yo, this deck rules!

**Anthony:** So Glenn levels up again.

**Freddie:** This deck rules!

**Beth:** Oh my goodness.

**Will:**[*laughing*]

**Freddie:** I level up again?

**Matt:** Wait, how much XP...

**Will:** How much XP is 50,000 XP?

**Matt:** Is it only one?

**Anthony:** Let me look up XP levels...

**Matt:** Holy shit.

**Freddie:** Dude, no no no, this puts me to like level 11, dog.

**Will:** [*laughing harder*]

**Matt:** Oh my...

**Beth:** Dude. Fucking Glenn is the worst.

**Matt:** You're halfway to level 13.

**Anthony:** Oh my God, you're right.

**Will and Freddie:** [*laughing loudly*]

**Anthony:** Oh no.

**Glenn:** Dudes! I feel powerful!

**Will:** Fucking Glenn's hair just turns blonde and shoots straight up like he's going Super Saiyan.

**Anthony:** Glenn levels up like twice.

**Will:** Oh my God, I hate Glenn so much.

**Freddie:** Sorry, give me a second, let me just manage my levels, boys.

**Anthony:** I'm going to send you the link to the wondrous item that you get, and you're going to go ahead and tell me what that is, Glenn. You're going to tell all the listeners what that is, I'm putting it in chat right now.

**Matt:** And you get an item?

**Anthony:** I actually had this picked out beforehand. The fact that it goes to you is especially appropriate.

**Freddie: Ahem. In** my hands appears... The Apparatus of the Crab.

**Anthony:** The giant enemy crab.

[*laughter*]

**Freddie:** The giant enemy crab, guys!

[*string music starts playing, rhythm slowly picking up speed*]

**Freddie: “**This item first appears to be a large sealed iron barrel weighing 500 pounds.”

**Will:** Which you can carry now, because you're level 13 or whatever.

**Freddie: “**The barrel has a hidden catch which can be found with a successful DC 20 Investigation check. Releasing the catch unlocks a hatch at one end of the barrel, allowing two medium or smaller creatures to crawl inside. 10 levers are set in a row at the far end. When the levers are used, the apparatus transforms to resemble a giant lobster.”

[*percussion kicks into music*]

**Freddie: “**This lobster is an AC20, 200 hit point, 30 feet, immune to poison and psychic giant enemy crab that I can pilot!”

**Beth:** What the fuck?

**Freddie:** This is the best shit ever!

**Beth:** Oh my God, Glenn would have a weapon that's his high school mascot.

**Freddie:** Oh shit, you're right, that's right! That was the college mascot!

**Beth:** Yeah, Fighting Crabs.

[*music fades out*]

**Matt:** So Henry can turn into a bear, but you can turn into a metal crab now? You have a mech.

**Freddie:** I have a mech!

**Matt:** Glenn leveled up three times and gets a mech? This is such bullshit.

**Anthony:** The one thing that Glenn didn't have was any combat ability, and now he just has...

[*laughter*]

**Anthony:** He's the most Mary Sue piece of shit in the entire fucking party.

**Freddie:** Oh shit. “The apparatus floats on water, it can go underwater to 900 feet. The creature in the compartment can use an action to move any of the levers.” And then the levers do just awesome shit. Holy shit.

**Matt:** Can you imagine how much better it'd be if Ron got all those things?

**Will:** Now, Glenn does have to pass a DC 20 Intelligence check to figure any of that out, I'm just going to put that out there.

**Matt:** True.

**Freddie:** I am at level 12, really quick.

**Will:** All right, before we level you up, can we do the last card, please?

**Anthony:** Let's do the final Henry card.

**Will:** Henry is still kicking himself for blowing it on the Wish card, which he thinks he screwed up. He sees Glenn go Super Saiyan and then get a giant barrel, and he— [*laughs*]

**Henry:** This deck, let's just get this over with. This is stressing me out.

[*dramatic reveal cymbal*]

**Will:** I drew Star.

**Anthony:** Star... Aw, this one's boring. This increases one of your ability scores by 2. The score can exceed 20 but can't exceed 24.

**Will:** Hey, all right! Henry feels a little bit— I really want to waste it on something stupid. I don't want to do something that's going to help Henry.

**Matt:** Get some gains, bro.

**Will:** Yeah, Henry gets a little more yoked.

[*laughter*]

**Matt:** Hot Henry.

**Will:** Henry now has an 11 Strength. Henry draws the card, and then he feels like his dad bod just kind of tighten up a little bit. Like he did a personal trainer once a week for a year. He's a little bit more fit, mostly his blood pressure went down.

**Anthony:** Okay, so—

**Will:** He goes—

**Henry:** Okay, so... Oh, geez, is that it? Did we do it? Are we done?

**Glenn:** I have two more. I have two more cards.

**Anthony:** Wait, do you really? Oh shit, you do.

**Matt:** Yeah.

**Freddie:** All right, two more cards. You ready?

**Henry:** Okay, guys, so far this has gone pretty good, other than I guess one person really hates me. And we didn't kill Hitler.

**Matt:** That's true.

[*dramatic reveal cymbal*]

**Freddie:** The third card I drew is Skull.

**Anthony:** Skull.

**Will:** [*gasps*]

[*sound effect of space shifting and background music like wind in a dark, echoing, cave, starts*]

**Anthony:** Instantly, a ghostly humanoid skeleton who looks exactly like Doug, clad in a tattered black robe and carrying a spectral scythe, appears 10 feet in front of you. It points a gnarled, bony finger at you, and it says—

**Doug:** [*deep growly voice with ominous echo*]You... 1v1, me...

**Freddie:** 1v1 me, bro.

**Matt:** I knew Doug was evil.

**Anthony:** You have to fight this thing until either you die or it drops to zero hitpoints and disappears. If anyone tries to help you, an Avatar of Death also spawns for them. If you are killed by the Avatar of Death, you cannot be restored to life.

[*background effects fade out*]

[*nervous laughter*]

**Will:** Okay. So Glenn knows all this?

**Anthony:** Yes. Glenn knows everything I just said.

**Freddie:** Yeah.

**Will:** All right, so I have a question. What level is Henry's mom?

**Anthony:** Henry's mom is level... 16.

**Will:** The card also says you can't be revived if Death kills you. Right?

**Anthony: “**A creature slain by an Avatar of Death cannot be restored to life.”

**Will:** Henry's mom, if she's a level 16 cleric— at level 9, clerics get a spell called Raise Dead, and within 10 days she can bring you back to life. [*a bit giddy*] If we kill Glenn, then Death didn't kill him, right? But Death didn't force Glenn to get killed either, we killed Glenn.

**Beth:** Because Glenn could not stop for Death, we kindly killed Glenn.

[*laughter*]

**Anthony:** Here's the thing, here's the thing. The phrasing of this does say that Glenn must “win” the battle alone, it doesn't necessarily say that he has to lose it alone?

[*laughter*]

**Anthony:** It specifically says: “he helper summons its own Avatar of Death if anyone tries to help you.”

**Will:** Now technically, that would be us trying to help him by killing him.

**Anthony:** That's true.

**Will:** Would that... shit.

**Matt:** Oh.

**Will:** All right.

**Anthony:** If you do want to do that, you will save Glenn, but you will also then spawn your own individual Avatars of Death.

**Matt:** Glenn's level 13 and he has a crab, he's the best one— Look, I will say this. It was clearly, this was—

**Freddie:** I will say that if there's one—

**Will:** [*laughs*]

**Matt:** You could not have written this better. He literally leveled up three times and got a giant crab. This is his punishment.

**Freddie:** Yeah.

**Will:** Hear me out. We kill Glenn. Three more enemies pop up, and then we all stab each other, and then we all die.

**Anthony:** [*laughing*]If you want to try that!

**Will:** Then my mom resurrects all of us!

**Anthony:** If you want to try that you can try that, but you're going to have to make fucking pretty good Dexterity rolls to simultaneously stab each other to death.

**Freddie:** We TPK ourselves?

**Anthony:** I am fully on board with that insane plan, but you're going to have to make some fucking Dexterity rolls to get the synchronicity down on that.

**Will:** No, let's let... Glenn should fucking fight this thing, it's his comeuppance.

**Freddie:** The Avatar of Death shows up, points at me, and I kind of do this. I do the, "Who, me?" And I look behind me and there's no one there, and I'm like, "Oh, me." I go—

**Glenn:** Guys, guys. Don't worry about it.

**Ron:** Okay.

**Glenn:** I got this motherfucker! Don't forget, I'm a rock and roll Christmas musician. It's not like I haven't danced with Death before onstage.

**Darryl:** We can help you, Glenn, we'll help you!

**Henry:** Glenn, let us help you!

**Glenn:** No, no!

**Ron:** No, this is great, actually. I've been needing a rest. I feel like we've been doing a lot of fighting and stuff lately.

**Glenn:** You can't help me. I feel this in my bones.

**Ron:** Yeah! That's good. Okay.

**Glenn:** If you help—

[*laughter*]

**Anthony:** A lot of convincing necessary.

**Glenn:** If you step into this battle, another Avatar of Death will be summoned.

**Ron:** Well, I don't want either of those things.

**Glenn:** So you guys.

**Henry:** You've made the sale to Ron.

**Darryl:** Okay.

**Glenn:** Ron's already sold, I'm just letting you guys know I guess out of courtesy. Yeah, it's all good.

**Matt:** Darryl steps back and kind of pushes the kids back with him.

**Glenn:** Everyone, step back!

**Will:** I say—

**Henry:** One moment, Doug. I just want to say one thing to my party boy Glenn.

**Will:** I go to Glenn and I say—

**Henry:** Glenn.

**Doug:** [*now with permanent deep voice*] This better not help him in any way.

**Darryl:** Is that Doug? Doug, hey, really quick. Did you kill that person?

**Doug:** I'll never tell!

[*laughter*]

**Ron:** Hey, Doug, really quick, did you sign that paperwork for your college? Because we can't really have unpaid interns unless we know that you're getting college credit.

**Doug:** Of course I signed it, I was great at my job, you know that.

**Ron:** Okay. All right.

**Doug:** You're free and clear.

**Ron:** Good to see you, Doug.

**Henry:** Hey, Glenn? Vaya con Dios.

**Glenn:** Vaya con Dios.

**Freddie:** I look Death straight in the eye and I go—

**Glenn:** There's one problem, Death. You didn't calculate one thing.

**Freddie:** And I hold up my single remaining card.

**Will:** [*gasps*]

**Glenn:** I still have one more card.

**Matt:** This is like Yu-Gi-Oh.

**Will:** [*laughs*]

**Freddie:** Anthony, can I turn this card over?

**Anthony:** Please do.

**Freddie:** You forget one thing, Death. I still have—

[*dramatic reveal cymbal*]

**Freddie:** [*immediately wheezes into laughter*]

**Will:** Oh no.

**Freddie:** [*laughs*]Anthony, I'd like to read the description for this one.

**Anthony:** Please do.

**Freddie:** The Void.

[*ominous background noise starts*]

**Will:** No!

**Beth:** No!

**Matt:** No!

**Will:** No—!

**Beth:** Shut...

**Freddie: “**This black card spells disaster.”

**Will:**[*continuous laughter*]

**Matt:** Wait, you saved yourself.

**Freddie:** My soul is drawn from my body and contained in an object in a place of the DM's choice.

**Will:** What!? [*slowly dying of laughter in the background*]

**Beth:** Holy...

**Freddie:** One or more powerful beings guard the place. While my soul is trapped in this way, my body is incapacitated. A Wish spell cannot restore my soul, but the spell reveals the location of the object. I draw no more cards.

**Anthony:** Glenn, you feel disaster fill your soul. You feel blackness.

**Freddie:** That's a hard whiplash, by the way, from how I've been riding this whole episode, can I just say real quick.

[*laughter*]

**Anthony:** You feel—

**Beth:** Wait. Ron looks at him.

**Ron:** Gosh, I'm glad that didn't happen to me.

[*laughter*]

**Anthony:** Suddenly, you feel a cold feeling—

[*ominous noise gets more intense, ghostly whispers fade in and out*]

**Anthony:** —starting from your toes and your fingertips, curling inward toward your heart, and you feel as if something essential to you, something— All of the love that you have, all of the emotions that you have, everything that makes you you is drawn out of you, and whisked away across the planes and across Faerun. Your body slumps over, incapacitated. And the Avatar of Death, [*laughs a bit*] who was about to fight you, it looks up at something the rest of you humans can't see—

[*ominous music fades into fast, chasing, beats*]

**Anthony:** —and its head begins to crane as it looks across the sky, as if it's following something, and then it just starts sprinting, like really fast, like—

**Doug:** [*without the deep effect*] I've got to go get that fucking soul! That's the only way I can kill him, I've got to get that fucking soul!

**Anthony:** Death just starts sprinting as fast as he can along the goddamn landscape to try to chase down Glenn's soul and destroy it inside of the container that it has been whisked away into.

[*music finishes and fades*]

**Ron:** That's the kind of effort we like to see from our interns.

[*group laughter*]

[*outro plays*]

**Freddie:** Dungeons and Daddies is Matt Arnold as Darryl Wilson, Anthony Burch as our DM, Will Campos as Henry Oak, Beth May as Ron Stampler, and myself, Freddie Wong, as Glenn Close. Theme song and outro is All Right by Maxton Waller. Special thanks to our Patreon supporters, folks like Nick Adams, Joanna Van Doorn, Catrissa, Karl D. Bouska, Sam Tlustos, M\_Audette, Mike Kenny, Andrew Renick, Jason Creighton, Jeffrey Arnold, Pierre Cambrelen, Camsh Chan, Karl Knutsson, Alex Wallace, Consuela Wright, piita O.P., Lynnchrisart, Valori Waggoner, Øyvind Welle, and Emily Savage.

**Freddie:** These are just some of the names of the many folks that make this podcast possible. We have some very fun Patreon goodies coming up, too, so if you want the first crack at listening to the Pokemon Go to the Polls one-shot we just recorded for election season, or the Walter and Paeden one-shot where we the players are going to become the DM and Anthony has to play by our rules for once—we're actually recording that this week. Or even the new special ASMR episode of Debate Me, Coward, where we put you the listener in the incredibly uncomfortable position of being in between Matt and myself as we argue about something, we have some wild bonuses coming up for our patrons, and that's going to be available for everyone at all levels, so you can find that at patreon.com/dungeonsanddads. Going to be coming out in the next month.

**Freddie:** Our website is dungeonsanddaddies.com, our Twitter, @dungeonsanddads. Dungeons and Daddies is our subreddit. Thank you so much for listening. Our next episode is coming at you October 27th, so... we will see you then.

[*outro music finishes*]

**Beth:** Actually, I'm really excited to tell two of my college ex boyfriends about Well Actually, because I feel like they don't see themselves represented in podcasts enough.

[*laughter*]

**Freddie:** Holy shit. Nuclear burn, Beth!