Dungeons and Daddies

Dungeon Master: Anthony Burch

Glenn Close​: Freddie Wong

Darryl Wilson​: Matt Arnold

Henry Oak​: Will Campos

Ron Stampler​: Beth May

Episode 45 - Death Comedy Jam

**Matt:** Dungeons and Daddies is a rowdy, horny, violent podcast for grown-ups. Content warnings can be found in the episode description.

[*intense action intro plays, intense music and action sound action continues*]

**Freddie:** Previously on Dungeons and Daddies!

**Freddie:** [*echoing*]It's time to d-d-d-d-d-draw from the Deck of Many Things!

**Henry:** I draw Rogue! I sense deep within my soul that somebody somewhere is mad at me.

**Glenn:** Heh.I've drawn Comet. If I kill a squirrel now, I'll level up. [*gun* *sound effect*] I level up.

**Ron:** I draw Don Jon. Oh no! [*echoes and fades out*]

**Darryl:** [*monotone like a bad dub*] Something has happened to Ron.

**Anthony:** He's been imprisoned in an extra dimensional sphere! Only drawing the Fates can save him now.

**Mr. Mustache:** I draw the Fates!

**Darryl:** [*monotone*]You must save Ron. Mr. Mustache, please save Ron.

**Mr. Mustache:** I save Scam Likely!

**Glenn:** Oh no!

**Scam Likely:** I have returned and I see that I'm holding another card. Balance.

**Matt:** That means there's alignment changes in tune and alignment that is different than before he drew the card.

**Well Actually:** Actually it's me, Well Actually.

**Henry:** I draw Moon! By wishing that Ron Stampler has always hated seaweed snacks, I could rewrite time without needing to time travel. Now he won't ever have to draw from this cursed deck.

**Ron:** I'm back! And now I hate dogs.

**Glenn:** Heh. Looks like it's my turn again. All right! With the power of the Sun card, I level up two more times and I get a crab mech.

**Echoing voice:** Giant Enemy Crab.

**Henry:** You're not the only one getting more powerful. With this Star card my strength increases by 2!

**Glenn:** Heh, soon we'll be unstoppable! I draw Skull. Got to fight Death huh? Sounds like a piece of cake. Just got to draw one more card— Oh no, it's the Void! [*echoes and fades*]

[*action music fades out, intro music plays*]

**Beth:** One, two, three, go. Hi everybody, welcome to Dungeons and Daddies. The D&D podcast about four dads from our world who get transported into the Forgotten... Realms. Uh... to find their lost sons! To find their lost sons.

[*scattered laughs*]

**Matt**: Yeah...

**Anthony:** You're doing great.

**Beth:** ...after falling through a portal on the way to a soccer game.

**Freddie:** Too much detail, too much detail.

**Beth:** Goddammit. My name is Beth May and I will be... your host tonight for the games.

[*laughs*]

**Matt:** Beth you crushed it.

**Will:** Flawless.

**Matt:** I'm so happy Freddie's here.

**Beth:** Thanks Matt. Nothing is more 2020 brand of cruel than getting kicked off a podcast.

**Matt:** Yeah.

**Anthony:** It's the only thing he had left and we took it from him.

**Freddie:** [*laughs*]

**Matt:** I was about to say finally I get to do my dad fact first, but you're the host. I think you can decide. Beth do you want to go first or—

**Beth:** I don't, I never do.

**Matt:** All right. Hell yeah. That's right, my name's Matthew Arnold I play Darryl... man, I'm all thrown off now that Freddie's gone. Maybe we do need him. All right, my names Matthew Arnold and I play Darryl Wilson, a stay at home coach dad who becomes a barbarian when he enters the Forgotten Realms. To continue our wonderful journey—the middle act of this five act play of Darryl's senses—we will delve into the world of touch—

**Will:** I cannot believe this is a thing we're doing.

**Anthony:** Are you almost done with it? How many more senses remain?

**Matt:** I just said it's the middle act. I got two more.

**Anthony:** Oh my God.

**Matt:** So touch, I was going to do something you lay in bed with Carol but bullshit, whatever. His favorite feeling—

**Will:** Wait, can I try to guess?

**Matt:** What?

**Will:** Is it a football?

**Matt:** No, no I didn't think about that.

**Anthony:** Didn't think about that.

**Matt:** It's the exact feeling of pulling up the perfect pair of jeans. If it just fits him perfectly, doesn't ride the crotch, doesn't hook the belt. Bigger boys know what I'm talking about, that perfect pair of jeans. You pull it up—

**Beth:** I know what you're talking about.

**Matt:** It's like a snug fit, there's like a layer of air between your legs.

**Will:** Sexually frustrated men know what I'm talking about.

**Matt:** [*laughs*] No, it just feels good because you—

**Beth:** Stop gate keeping feeling good in pants guys.

**Matt:** Oh, it feels so good. His least favorite feel, or touch, is the feeling of a knife through a well done steak. It makes him want to throw a plate over.

**Beth:** [*laughs*] I thought you were going to say a knife through his stomach. I'm like, yeah, that's not a great feeling.

**Anthony:** Just a call back to earlier, Darryl Cannon, two of his favorite things to do are to put on pants and then to take them off completely when he goes to the bathroom.

**Matt:** Well, if you have the perfect pair of pants exactly. You got to relive that feeling—

**Anthony:** Ah right, you get to feel that feeling again, yeah.

**Will:** Yeah Anthony, it's the duality of man really.

**Matt:** You know when you put a piece of paper on a table and there's that little air cushion like [*makes a ‘poof’ noise*] that kind of comes out.

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

**Matt:** That perfect pair of pants does that across your whole body. You just pull it up.

**Beth:** Okay.

[*laughter*]

**Anthony:** You feel like Marilyn Monroe getting the wind blown up your skirt for a brief second.

**Matt:** It feels wonderful.

**Will:** Hello everyone, I'm Will Campos. I play Henry Oak, the fictional character on Dungeons and Dragons a podcast, uh... not a BDSM podcast—

**Beth:** [*laughs*] He said Dungeons and Dragons again, I'm so sorry.

**Will:** Oh yeah. uh...

**Beth:** I know.

**Freddie:** Yeah, dragons.

**Will:** It's got dragons in it. So I play Henry Oak. Henry, he's a hippie, he's crunchy and munchie. He rocks a pair of Birkenstocks and he likes granola. That's the guy in a nutshell, and also he's a druid with magic powers. He's from the Forgotten Realms. My Henry fact this week has to do with his Birkenstock rockin’.

**Matt:** Old school.

**Will:** Henry had a six month period in the year of—

**Beth:** Same. [*laughs*]

[*laughter*]

**Beth:** Right now.

**Will:** That's the fact! No.

**Matt:** I was waiting for Beth to laugh.

**Will:** For about six months in the year of our lord 2014, Henry got really into those Vibram skeleton toe sandals. Do you know those?

**Matt:** Oh yeah.

**Beth:** Yes.

**Freddie:** The toe shoes, yeah.

**Beth:** Oh my God.

**Will**: He was all about those toe shoes for a while, because secretly he's always like, when he saw *Lord of the Rings* and saw that Peter Jackson just went barefoot for a couple years, he was like, “That's cool. That's my speed.” But he's not tough enough for that. You would think being a forest child that he would have tough leathery feet, but the forest floor in Oakvale was so soft and cushiony he never really built up those calluses you need for something like that.

**Will:** So yeah, Henry wore those awful shoes for a little bit because this was the closest he could get to being barefoot. And then he read an article about how they were actually bad for your feet, and so he went back to his stocks and he's never looked back.

**Beth:** Hello, my name is Beth May and I play Ron Stampler. Emotionally detached step-father and rogue. Fun fact about Ron this week, it's actually a fact about Ron's wife Samantha.

**Will:** Oh!

**Beth:** Ron believes that Samantha has the world's best Owen Wilson impression, but really she's just saying “Wow!”

[*laughter*]

**Beth:** And he's like, "Oh Samantha, you're so funny with how you say that Owen Wilson…” And she's just like, "Wow, thank you Ron." He's like [*laughs in Ron*]

**Freddie:** Hey folks, this is Freddie Wong, AKA Glenn's soul flying over the forgotten realms. Glenn's dad fact, you know what? You're not going to get one from me because I'm just going to spend all episode looking at my character sheet and trying to figure out what kind of cool spells I could get.

**Will:** [*laughs*]

**Freddie:** Because I have a thing where I could use someone else's spells now, and that's going to take a lot research to figure out what's the most OP stupid spell.

**Matt:** I need a dad fact. What's Glenn's favorite ice cream? Give me something, I have to have my weekly hit.

**Freddie:** Okay, I'll give you the appropriate one. Glenn saw the movie *Flatliners* and tried to be like, “Hey, I want to try that,” but none, no doctor or EMT would allow him to do it. So to this day, Glenn has not been able to reenact the film *Flatliners*.

**Beth:** I mean, they were med students, weren't they?

**Freddie:** Couldn't even get the med students in the lone cold Southern California area.

**Beth:** God, dammit. Shit.

**Freddie:** None of them would do it. And they call themselves professionals.

**Will:** Would you say that that's Glenn dead fact this week?

**Matt:** Nice.

**Beth:** Nice.

**Will:** Because he’s dead?

**Freddie:** Oh, this is going to be coming out right around Halloween. This episode—

**Will:** Oh yeah, this is our Halloween episode.

**Freddie**: This is our Halloween episode actually, everybody.

**Beth:** Wow!

**Matt:** It feels like Glenn would go to the midnight screenings. He's just a fan but then just be like, “Huh, you guys ever thought about doing this for real though?”

[*laughter*]

**Matt:** Like, “Dude, it's this guy again. He always comes to these screenings.”

**Anthony: “**He's bringing a knife and asking people to just stab him and see what happens!” I'm Anthony Burch, I'm your dad.

**Will:** Hi dad.

**Freddie:** Hi dad.

**Anthony:** So I just want to reiterate that even though the Deck of Many Things episode was the one that we were really worried about where things could change, Glenn is still very much in danger.

**Beth:** [*whining*] No. I'm burnt out from caring.

[*laughter*]

**Anthony:** That's 2020 in a nutshell.

**Matt:** What if we just didn't save Glenn?

**Beth:** No!

**Anthony:** I can tell you that at least one thing that will happen is. Much as Nixon had a pre-written speech prepared for if Neil Armstrong died on the moon, I have an extremely self indulgent and morose short monologue for if Glenn dies in this episode. And if we don't get to it in this episode because Glenn doesn't die, I will read it aloud in our Talking Dad episode dear Patreon subscriber.

**Freddie:** Oh my God.

**Matt:** Oh my God.

**Will:** Glenn has slipped the surly bonds of earth.

**Matt:** The stakes are real.

**Anthony:** So, are we ready to jump back into our dramatic radio play Dungeons and Daddies; let's go save Glenn?

[*laughter*]

**Beth:** Yeah.

**Will:** Let's do it.

**Beth:** [*wolf howls*]

**Matt:** Let's save Glenn, let's save Glenn!

[*intro music fade plays*]

**Anthony:** In the following order these things happened: Death shows up, Glenn tries to make a badass statement about I've got one card left, he pulls the card, from the rest of your perspectives you just see Glenn's eyes roll back into his head and he falls onto his back. You see the Avatar of Death—who currently looks like Doug—look up into the sky at something you cannot see, and then it starts sprinting away, presumably in the direction of that thing.

**Anthony:** At the same moment, Autumn Oak comes down the stairs of the temple holding what looks to be the decapitated head of—

**Will:** Oh my God!

**Matt:** Oh my God!

**Anthony:** —Barry Oak.

[*laughter*]

**Anthony:** And she hears your reaction and she goes—

**Autumn:** Ah, don't get excited.

**Anthony:** And she points at it's eyebrow and it's got a dot above it, and is like—

**Autumn:** This is another homunculus. I'm sorry.

**Beth:** Oh my gosh.

**Matt:** Before she said that Darryl vomited. Like instantly.

**Freddie:** The whisper of wind in the trees as Glenn's soul says—

**Glenn’s Soul:** [*as if he’s getting further away*] It's just like Mission Impossible 2...!

[*laughter*]

**Anthony:** That's the last thing you hear before he disappears over the horizon.

[*laughter*]

**Henry:** Mom, oh my gosh! Oh— Oh, wow, that's a lot! I don't need to look at that. Geez Louise. Look, our friend Glenn, Death is chasing after him. I'm freaking out mom, you got to help us fix it!

**Anthony:** Autumn's like—

**Autumn:** I would help but I'm very tired from fighting what I thought was your father. I don't know if I could help that much. I mean I guess I could give you... no, there's nothing I could give you. I used all my spell slots in my off screen fight.

**Darryl:** Miss— Miss Oak? Mrs. Oak? Miss Oak?

**Autumn:** Just call me Autumn.

**Darryl:** All right, Henry's Mom.

[*laughter*]

**Darryl:** Real quick. Do you know how this card works?

**Autumn:** You drew from the Deck?!

**Darryl:** Yeah.

**Anthony:** And then Lizardboy Scales McStuffins, or Cern rather. is like—

**Cern:**  I'm sorry, I'm so sorry guys. Yeah, I made them draw from the deck.

**Anthony:** And it hits him and he realizes, oh, I can literally never get my kids back now. The wish card has been drawn. And then he just sits down and looks at his toes. And Autumn’s like—

**Autumn:** We'll deal with that later.

**Henry:** Okay, so here's what happened mom. Glenn was drawing the cards from the deck and he drew this card that made this skeleton guy show up that was our former intern but now he's dead and he went to attack Glenn. Then Glenn drew this other card called the Void—

**Autumn:** [*with dread*]The Void!

**Henry:** —and then he just dropped on the ground!

**Autumn:** Oh no. Okay, so what happened was you drew Skull, which means that Death wants to kill your pal Glenn. And then you drew Void which means that his soul, AKA the thing that makes him him, got yanked out of his body and is going to a phylactery—a container—somewhere in the world. And it seems like, from what I can see as I squinted in the horizon and see Death booking it as hard as he can, like the T1000, I feel like it's trying to head towards that phylactery and that's—

**Freddie:** What's the T1000?

**Autumn:** It's an old ancient myth about a drinkable demon. I don't know.

[*laughter*]

**Darryl:** So Glenn's not dead yet.

**Autumn:** No, he's not dead yet but you need to make sure that that Avatar of Death can't get to his phylactery and destroy it. If so, his soul will basically just evaporate into the air and it'll be gone for good.

**Ron:** Well, I mean if he's Death he's probably not well hydrated. He might get a cramp on the way there, he might stop running, slow down—

**Henry:** Ron he doesn't have muscles! He's a skeleton! I don't think bones can get cramped!

**Ron:** You can get shin splints

**Darryl:** And Doug's ruthless!

**Henry:** That's true, he could get shin splints. Y’know, I used to get shin splints when I was wearing these Vibram skeleton toe shoes.

[*laughter*]

**Autumn:** So what happens with Death is that Death has many faces. Anytime an Avatar of Death shows up, it takes the face of somebody who's died, who is relevant to that person. It's kind of a Buffy season seven big bad situation. To clarify—

**Beth:** Oh okay, I get it.

**Autumn:** —Buffy is the name of a person who polished armor in our home and she lived seven seasons and on the seventh season she died to that thing.

**Darryl:** Okay, so we should— I mean I guess—

**Autumn:** You should probably continue chasing down Death.

**Darryl**: We need our mounts! We never learned how to call our animals; our mounts. Awoo! Is that how you call it?

**Anthony:** Roll Animal Handling.

**Darryl:** I need my dog!

**Matt:** I rolled a 20.

**Anthony:** Okay. With one howl, all the animals start stomping towards you as if on command because it was on command.

**Freddie:** I feel like you guys need to, like: one, you got to figure out what to do with my body. But two: just take a look at that barrel real quick. Just on the way.

**Anthony:** If you have time, do you even have time to look at that barrel?

**Freddie:** Just take a glance, just a quick glance!

**Will:** I go to pick up Glenn and as I'm hoisting Glenn over my shoulder, which I can do because I'm two points stronger now.

[*laughter*]

**Anthony:** And she goes—

**Autumn:** Oh, big strong boy! You've grown so much.

**Henry:** Thanks mom.

**Will:**  I look at this barrel I'm like—

**Henry:** Hey mom, I know we gotta get out of here, but what is this thing? This seemed like a big deal, but it just looks like a barrel to me.

**Freddie:** Glenn was really excited about it.

**Henry:** He seemed real over the moon about this barrel.

**Anthony:** Autumn goes—

**Autumn:** I don't know, I guess it was a wondrous item or something.

**Anthony:** And Cern goes—

**Cern:** Yeah, it must be a wondrous item of some sort. But I don't know.

**Will:** I am going to just look at it real quick to see if I can figure it out. And then so Henry is going to— what is it?

**Anthony:** Need to get an Investigation of at least 20.

**Will:** Goddammit, why is it always Intelligence when it's a fucking important one? [*dice roll*] I did not get a 20.

**Henry:** Guys I don't know, it looks like just a big barrel. Y’know, Mom, it's yours, it's a gift for helping us.

**Freddie:** [*laughs*]

**Henry:** You figure it out, use it to help Oakvale—

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

**Henry:** —I'm sorry I hadn't called in like 10 years. I've been somewhere else-

**Autumn:** I mean I haven't either, it's—

**Henry:** —we need to reconnect before—

**Ron:** It's decorative.

**Anthony:** She puts the head of Barry on it and she goes—

**Autumn:** Now it is.

**Ron:** Looks great.

**Freddie:** Oh God.

**Anthony:** Canary comes out from the back, she's like—

**Canary:** Hi, I'm so sorry I was eating fries while somebody was pretending to be me. That's so awkward. I'm sorry! Do you want me to really quickly put your son back into his original body so you don't have to carry around a whole other child?

**Henry:** That does seem convenient, yes. That seems like a good idea.

**Canary:** Great, great, boop, boop.

**Darryl:** Do you want to leave the kids with your mom?

**Henry:** Oh gosh, I guess we could do that.

**Anthony:** And Autumn's like—

**Autumn:**  Ahh... [*grimace noise*]

**Darryl:** Come on, lady! Come on. Our friend just died, you want to bring your grandkids all the way to— we're going to go chase Death!

**Autumn:** I just... they seem like a lot...

**Darryl:** Yeah!

**Autumn:** If you want me to, I will, it's up to you. They're your kids— I guess they're my grandkids. Hi.

**Darryl:** Yeah!

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

**Anthony:** And they go—

**Lark:** Hello, I am Lark and this is Sparrow.

**Sparrow:** I'm Sparrow, this is Lark.

**Henry:** It does seem like they'd be a little safer with my mom than... well no offense, but Walter, I don't know. It seems like a little loosey goosey.

**Anthony:** Lark and Sparrow are like—

**Lark&Sparrow:** Yes! And we'll have plenty of time to study this mysterious barrel. I'm very excited to learn its many secrets!

**Henry:** Oh, that seems like a neat project for the boys.

**Darryl:** Yeah.

**Henry:** Okay, yeah sure. Figure out what's up with this barrel okay? That's going to be your fun project and when I come back you guys better have figured it out.

**Lark:** Father, good luck saving your friend Glenn. If he dies, [*slowly, with caution*] may we have his gun?

**Henry:** [*drawn out*] N... o.

**Lark:** I just thought I'd ask. I knew it was a no before I asked, but I thought you know, you miss every shot you don't take.

**Ron:** Especially without a gun.

**Matt:** Darryl with his natural 20—+5 five, 25—Animal Handling skills.

**Anthony:** Stop bragging about it, Jesus Christ.

**Matt:** Slides up to Paeden and the way he slides up is that he has two snakes that are acting as lasso to a wolf, and then on his feet he's got two slugs. So he's got no friction, so he's like skiing.

**Freddie:** What the— what?

**Matt:** [*laughing*] He's skiing on some slugs attached to a wolf, and he skids over to—

**Will:** Wh— What the—

**Matt:** —Paeden—

**Anthony:** The slugs are like—

**Slugs:** We're okay with this. This is consensual.

**Matt:** Yeah, the slugs are cool with it.

**Will:** The natural 20 didn't just mean you can pick whatever animal you want to have showed up!

**Beth:** Yeah, wait—

**Darryl:** Henry, really quick I got to say bye to Paeden. If the God or any sort of master out there wants to tell me I can't do this, that's cool. He totally can. I just feel like I really rolled really well, so this is what I'm doing.

**Matt:** So then I skid over I go—

**Darryl:** Paeden, hey be cool. I love you dad. And son.

**Paeden:** Obviously I'm coming with you.

**Darryl:** No, no, no, you got to stay here.

**Paeden:** Why? I came here for all the other stuff, I might as well come with you now!

**Freddie:** [*extended Freddie laughter*]

**Darryl:** Actually— Yeah, you're right. I’m panicking, too, son, dad hop on!

**Paeden:** Hell yeah!

**Matt:** And I put him up on my shoulders.

**Paeden:** Lemme grab a slug!

**Darryl:** Grab a slug buddy.

**Matt:** And I hand him a slug.

**Paeden:** Off to adventure.

**Ron:** Could I ride a deer? I forgot how I got here.

[*laughter*]

**Anthony:** Roll Persuasion, they're a bunch of deer and stuff hanging out waiting for the forest to burn down.

**Beth:** Persuasion.[*dice roll*] I got a 7.

**Anthony:** So you look at one deer and it just goes—

**Deer:** Eww.

**Beth:** [*laughs*]Aw… How did we get here? What animals do we ride?

**Anthony:** Okay,there was a dog...

**Beth:** I'm done with dogs. I'm fucking done with dogs forever.

[*laughter*]

**Freddie:** Ron became a cat person!

**Will:** Before I mount up I turn to my mom I said—

**Henry:** Mom, there's one last thing. My old horse Carfax. Is he still—

**Beth:** No.

[*laughter*]

**Henry:** —in the stable?

**Anthony:** Just roll a d20 and we'll just see if Carfax had a good life or not.

**Beth:** Show me the Carfax.

**Will:** [*dice roll*] I got a 17!

**Anthony:** Oh okay, with a 17 he is not the glue that's holding the temple together.

[*all laughing*]

**Will:** Oh my God!

[*laughter*]

**Anthony:** So Autumn goes—

**Autumn:** Yeah, absolutely, Carfax has been waiting for you this whole time. He's in the stable. Carfax, come here boy! [*click/clap sound*]

[*deep horse neigh and horse walking sounds*]

**Anthony:** And Carfax goes—

**Carfax:** Hey! It's my good pal Henry.

**Anthony:** And he ambles over to you, he's very old but you can clearly tell that he's got a love for you in his eyes. It's like when a soldier comes home from the war and their dog freaks out but he's too old so he can't really freak out that much, but he's like—

**Carfax:** It's my main man!

**Beth:** Oh!

**Henry:** Carfax, noble steed!

**Carfax:** That's me.

**Henry:** It's been a while, gosh. I remember traipsing with you in the woods outside Oakvale. Carfax old friend, are you up for one last ride?

**Carfax:** Yeah man, yeah. All right.

**Will:** How old does Carfax look? Does this look like I shouldn't be riding this horse out?

**Anthony:** Yeah, Carfax looks like he's about 200.

[*laughter*]

**Anthony:** Oh, he is Fry's dog from *Futurama*. He's been waiting for you to come back.

**Will:** Oh my God! Why would you do that?

**Matt:** I hand Ron my slug, and then I ride the wolf.

**Beth:** So I'm riding a slug.

**Anthony:** I'm so glad everybody's so psyched about what they're riding while your friend is getting his fucking body spirited up.

**Matt:** I'm trying to go!

**Will:** We're trying to paint the scene Anthony!

**Anthony:** It's a chase scene!

**Will:** Oh yeah, and Lord knows no one cares what cool car you're driving in a chase scene.

**Anthony:** [*laughing*] Okay!

**Will:** That's not the point of every James Bond movie ever made.

**Freddie:** He's got you there. Got you there.

**Anthony:** If you'd like to ride the 200 year old horse that just loves you a lot, you can.

**Will:** I kiss Carfax tenderly on—

**Freddie:** On the mouth.

[*laughter*]

**Will:** —the forehead. On the forehead! And I say—

**Henry:** Carfax old friend, it's good to see you but I think I need a slightly speedier getup than you.

**Carfax:** Oh man.

**Henry:** So no offense.

**Anthony:** Then he dies of a broken heart.

[*baffled laughter*]

**Anthony:** And then your mom brings out a nicer horse named Horsefax and he goes—

**Autumn:** This is Carfax's son.

[*laughter*]

**Anthony:** You get to describe what Horsefax looks like.

**Freddie:** [*laughing*] Horsefax!

**Will:** Horsefax has cool sunglasses on and lightening for hair, and he has a Coexist brand. Well no they don’t brand our horses.

**Beth:** Now I'm really jealous.

**Anthony:** No, he got it himself, it's a tattoo. He got to put in his feminist tattoo spot on his lower back.

**Will:** I say—

**Henry:** Horsefax, looks like me and you are going to get along.

**Horsefax:** [*in a weird voice*] Heheh,ooh!

[*all laughing*]

**Anthony:** That's Quagmire. I was about to say, “All right,” but that's just Quagmire's voice.

**Will:** And he sounds like he does it better! That's the last point, he sounds exactly like Quagmire and whenever I talk to him you have to do your Quagmire impersonation.

**Matt:** He's the worst horse.

**Horsefax:** Giggity, giggity, giddy up!

**Beth:** No!

**Freddie:** [*prolonged cackling*]

**Will:** I hate him.

**Freddie:** No!

**Horsefax:** All right!

**Anthony:** [*still in the voice*] Hey, don't forget, you did this!

**Freddie:** No!

**Matt:** Darryl loves this horse, Matt is going to do everything he can to kill this horse.

**Will:** Henry hops on [*breaking with laughter*] Horsefax and says—

**Henry:** Let's ride!

**Horsefax:** That's what I hope to do!

**Will:** Everyone's already way—

**Matt:** We're 100 yards away. We've already started going.

**Anthony**: So y'all head off on a big old chase of Death and the invisible soul in the sky, because Death is running on foot, it's not that hard to—

**Matt:** If one person is running at 20 miles per hour, and five people—

**Anthony:** Excuse me?

**Matt:** —for 20 minutes—

**Freddie:** Ah, related rates!

**Anthony:** When you see that for a second—

**Matt:** —and they are going 32 miles per hour...

**Anthony:** You see a human form running for a second, as Avatar of Death—you see Doug running—and then you see it begin to flag and begin to get tired. And so it balls up its fists and then leaps forward and as it leaps into the air it turns into a very angry and vengeful squirrel. And the squirrel is now chasing after Glenn and going—

**Death:** Fuck you, fuck you! I'm going to fuck your life up! I'm going to kick your ass!

**Beth:** I am riding a slug, but it's a really fast and cool slug.

**Will:** It's the slug from that movie... was it Nitro?

**Matt:** [*laughing*] No!

**Will:** What was it called?

**Anthony:** Turbo, I think?

**Will:** Turbo?

**Matt:** The slug is just so you have no friction on the ground, you're holding a snake that's attached to a wolf that I'm riding, you're skiing.

**Anthony:** Oh,so you're water skiing.

**Beth:** Oh... I'm, like, water skiing!

**Matt:** You're water skiing on the ground, yeah.

**Beth:** Oh my God, that is so cute.

**Matt:** Thank you, I thought it was pretty awesome.

**Will:** So is this slug just in agonizing pain?

**Matt:** Nah, they're cool.

[*laughter*]

**Will:** It's just dragged along the route.

**Anthony:** Okay, so while you're riding, you see a big red falcon above you holding what seems to be a parcel in its talons. And it looks down at you with an inquisitive eye. It seems to nod to itself, and then drops the parcel on the center of all of you. Who's going to try to reach to grab it?

**Will:** Henry will give it a shot. [*dice roll*] I got a 17.

**Anthony:** So you catch the parcel, atop it is a note signed from Walter the Immoral, that says—

**Walter:** Hey guys, I got this for you. I thought it might help. And also, everybody's doing fine. Love you— I don't know why I said that. I can't even go back and cross it out now. Oh no.

[*laughter*]

**Walter:** Have a good one.

**Anthony:** And inside the parcel itself is what you could immediately feel tingling through your fingers is a magical item. It is an obsidian black rolling pin.

**Beth:** Wow.

**Anthony:** And it is called The Rolling Rock. It is demonically created and when you clip it you get an apron immediately that appears on your body that says 'kiss the cook'.

**Beth:** Yeah!

**Anthony:** And when you hit somebody with the rolling rock, they take a d8 of damage and they turn two dimensional for 60 minutes.

**Freddie:** Whoa!

**Will:** Wow...

**Beth:** Cause they’re all flat.

**Anthony:** When they are two dimensional they get advantage on Dexterity saving throws, they reduce their AC by 10, they get disadvantaged on Strength checks and saving throws, and they have advantage on Charisma checks against characters under the age of 12, and they are infinitely thin.

**Will:** Well, because they're a cartoon.

**Freddie:** Oh, because they're like a cartoon.

**Anthony:** Yeah, because they're a cartoon and kids love cartoons.

**Will:** Wow.

**Anthony:** On the back of the note from Walter is a P.S., it goes—

**Walter:** By the way, this is from some mercenaries I hired to do a job for me so you could take them.

**Anthony:** And so this was another Patreon elite session that they basically came up with this item on their own after succeeding in the one shot that I did for them, they were called the Sick Pythons that group, and it was Michael, Mustafa and Nichole.

**Beth:** Sick.

**Anthony:** So thank you for that so much. The daddies now have your item.

**Will:** All right!

**Matt:** All right.

**Will:** I look at the dads and I say—

**Henry:** Hey guys, let's rock and roll with this rolling rock pin. Hya!

**Anthony:** You get Inspiration because I've definitely forgotten to do that over the last 15 episodes.

**Will:** Well, I've got 15 inspirations backed up. Great, good to know.

**Anthony:** Yeah. You are chasing down Death. So, what's your strategy for this?

**Ron:** I feel like we should see if we could get up ahead of him and find a way to trap him or something. Maybe put a wire across the entire desert or something so that he falls and trips on it or something.

**Darryl:** We have to make it look like an accident so that he doesn't think we're helping him. Because if we're helping Glenn, then we got to fight other Deaths. Ron, have you ever done, I'm not saying you have, I'm not implying anything, but have you ever done insurance fraud or anything?

**Ron:** Uh. What's insurance?

**Freddie:** [*bust out laughing*]

**Darryl:** Okay. Hey Henry, can you hear us back there?

**Henry:** Yeah, hang on guys! I'm trying to catch up. Onward Horsefax, onward!

**Horsefax:** All right!

[*laughter*]

**Beth:** [*laughing*]Stop it!

**Anthony:** You did this, don't forget.

**Beth:** No!

**Will:** Oh no!

**Beth:** I am so upset.

**Darryl:** Hey Horsefax, would you mind if you just keep it down, we're trying to figure something out.

**Horsefax:** I can't keep it down baby, I got to keep it up.

**Beth:** No!

**Darryl:** I don't know what to do guys, we're approaching. I can see Death up there, he's a squirrel now. I guess that's Glenn's thing, but we got to stop him or something. But if we help him, we're all going to fight Death too.

**Anthony:** Here's what I'm going to do. I'm going to give you two Wile E. Coyote plans maximum. Once you've done that, you will arrive at the destination where death is.

**Matt:** Oh, okay.

**Beth:** Okay.

**Anthony:** You can't do these all day. So you get two Wile E. Coyote plans.

**Ron:** So, I feel like the best plan would be to know where he's going to— actually, I'm not really good at plans without Glenn around guys.

**Freddie:** [*laughs*]

**Darryl:** Yeah, you did come up with that whole fire thing, but we should get some info. Let's just ask Death— what's the worst— let's see what he's doing.

**Henry:** Before we ask Death, what if we ask... dot, dot, dot, dramatic pause, deep breath in... Glenn. And I hear you wondering how are we going to do that? And it's by using the fifth level spell that I just got, called Scrying.

**Anthony:** Cool.

**Will:** This is, uh…

**Beth:** The story of a girl.

**Darryl:** Sure Henry you can—

[*laughter*]

**Darryl:** Henry that sounds good. You should do it. You said fifth level, that seems like it's a good spell. You got it buddy.

**Will:** Okay, so ”you can see and hear a particular creature you choose that is on the same plane of existence as you, the target must make a wisdom saving throw, which is modified by how well you know the target and the physical connection you have to it. If a target knows you're casting this spell, it can fail the saving throw voluntarily if it wants to be observed.”

**Henry:** I'm going to call Glenn and see how it goes!

**Darryl:** O-Okay.

**Will:** So I'm going to cast Scry. Shazam, I cast it and I guess I need to roll.

**Anthony:** You don't have to if Glenn chooses to allow you to speak with him.

**Freddie:** And obviously I'll take the call.

**Anthony:** You immediately get the sense of, even though you cannot see him, you can feel Glenn's presence in the air above you hurdling—

**Glenn:** [*with an airy echo*] Woooooo!

[*all laughing*]

**Glenn: [*still echoing*]** Wooooo Hooo Hooo! [*singing*] I'm ready! Ready for the big white, baby! Woo! All right!

**Beth:** [*ongoing laughter*]

**Darryl:** How's he doing Henry?

**Henry:** He seems like his usual self.

**Darryl:** That's good.

**Henry: [*singing*]** I heard the simple life weren't so simple.

**Glenn:** [*echoing*] Oh yeah! Might as well jump! Jump!

**Beth:** [*finally calming down*] Oh... whew... oh my god.

**Freddie:** [*laughing*] Glenn is just singing Van Halen lyrics to himself.

**Anthony:** So now you can freely speak to Glenn.

**Henry:** Glenn it's the boys. We're chasing after you!

**Glenn:** [*echoing*] Wooo!

**Henry:** Glenn do—

**Glenn:** [*echoing*] Hey whoa, real quick. The barrel! Also the fire! Oh, I left the oven on so to speak! Aha, it doesn't matter. Wooo! Free as a bird!

**Henry:** Glenn, we're really worried—

**Glenn:** Hey, hey, ask me to play Freebird!

**Henry:** [*begrudgingly* *accommodating*]Play Freebird.

**Glenn:** [*makes guitar mouth sounds, making use of the echo effect*]

**Darryl:** Henry, what are you doing? Don't let him take over the conversation! It's a time limit. Tell him to shut up!

**Henry:** Hold on Glenn, I'm going to put you on speaker.

**Will:** And then I open my mouth and my eyes roll back in my head and now everyone can hear what I'm saying to Glenn.

**Freddie:** So through your mouth you hear—

**Glenn:** [*echoing, singing*] Awww yeah!

**Darryl:** Glenn, where the hell are you?

**Glenn:** [*echoing*] Floating through the air effortlessly.

**Darryl:** Can you see us?

**Glenn:** [*echoing*] One of you wave.

**Matt:** I wave.

**Will:** I wave.

**Glenn:** [*echoing*] Yeah, okay yeah. I see you. Hey, how's it going everybody? Haha! I don't know where I'm going, but I'm going there pretty fast!

**Ron:** Is there—

**Darryl:** Do you see— is there Doug?

**Glenn:** [*echoing, singing*] I'm on the highway to hell! [*stops singing*] Huh, what?

**Ron:** No, go on.

**Darryl:** Death is chasing you. Do you see Death?

**Anthony**: When you look down you see the squirrel is just making the most furious eye contact with you.

**Glenn:** [*echoing*] Hey, the squirrel's looking at me, mean mugging me really hard everybody. Can you do something about that?

**Darryl:** Guys, I-I'm getting nervous. I'm pretty sure we're going to kill Glenn here if we don't figure out something. Right now we just know that he's going where he's going, which we already know because Death's going after him.

**Glenn:** [*echoing*] Hey remember, you can't help me everybody. This ones my fight. Woo!

**Henry:** Glenn, in the direction that you're headed, do you see anything that looks like you might be going there?

**Freddie:** All right, I'll roll a perception. [*dice roll*] 10+3, 13 Perception roll from the sky.

**Anthony:** You can tell that you're headed for a coast.

**Will:** Wait a second, if I'm scrying Glenn and Glenn is—

**Anthony:** Oh yeah, you can do a Perception check as well.

**Freddie:** Like two different people looking at a painting and one of them has an arts degree and the other one's just like, "That's a pretty color."

**Will:** I got a 21, even.

**Anthony:** So I go—

**Freddie:** Oh yeah, water. I can see water. There's water at the bottom of the ocean.

**Anthony:** So you can see, Henry, some ships moving in and out of a port town that's got some smoke rising from several buildings. You could even see in the *tiniest* little font painted onto the side of one of the warehouses in this port city—

**Will:** It looks just like the Hollywood sign.

**Anthony:** Yeah, it looks exactly like that and it says: Meth Bay Dock.

**Beth:** It's beautiful.

[*laughter*]

**Will:** Ron slowly removes her sunglasses like Alan Grant in *Jurassic Park*.

**Freddie:** It's in papyrus font.

**Beth:** Tell me comic sans, I will come.

**Freddie:** Oh yeah, it's comic sans. It is canonically comic sans and it says Meth Bay across the top of the hill.

**Beth:** Yes.

**Matt:** How close are we to Death?

**Anthony:** Always a good question.

**Freddie:** Well that's a good question, Matt. I think all of us in different levels.

**Anthony:** You start dying the minute you're born. Right now you are basically a football field distance from him. If you want to get closer or further away, that'll be another Animal Handling roll.

**Matt:** [*dice roll*] With my role of 23 I accelerate to try to approach Death.

**Anthony:** You can basically ride your horse as fast as Death is running in squirrel form, if you so wish.

**Beth:** Nice.

**Anthony:** So, you're now as close to Death as you wish to be.

**Darryl:** Hey Death!

**Death:** [*deep and gravely*] What.

**Anthony:** Oh sorry, he's a squirrel.

**Death:** [*with high-pitch voice and echo*] What!

**Darryl:** Our dude's dead, you can give it up man. It's all good.

**Anthony:** Roll Persuasion with disadvantage. This was your second Wile E. Coyote play.

**Matt:** Just trying to talk to him, okay... Shit.

**Freddie:** Never send a Matt to do a Glenn's work.

**Matt:** [*laughs*][*dice roll*] I got a 2-1. So that's 1.

**Freddie:** Oh my god!

**Beth:** Oh my goodness, Matt. Matthew!

**Freddie:** Matthew!

**Matt:** It's like when there's a fight in a bar you're like, “Hey, hey, come on man, he didn't say anything.” This is the beginning of the conversation.

**Anthony:** With your blistering 1 roll, Death just looks you square in the eye while it's still running forward, and you are going to give me a Wisdom saving throw.

**Matt:** Oh no.

**Beth:** We should've had Death pick up some coffee for the execs on the way.

[*laughter*]

**Matt:** [*dice roll*] 7+1, 8.

**Anthony:** You look into the eyes of Death and they blaze with a, like—so over your shit and it has dealt with so many mortals trying to talk their way out their inevitability so many times. It just looks at you with this intense existential tiredness that permeates your body and you take a d8 of psychic damage.

[*dice roll*]

**Darryl:** Oh, hey wow. That's, hey buddy, I feel you. I wouldn't be in a good mood if I was Death either. I'm just trying to get a lay of the land here, you're running pretty fast after our friend. What's your game plan? What's going on?

**Anthony:** With your 1 roll, he has no reason to respond to you at all, so he just keeps running. He turns back to what he was doing and he just ignores you.

**Will:** I have an idea, I have an idea, I have an idea. Henry rides up. So I psychically communicate to Glenn—

**Henry:** Glenn I'm going to open my mouth and you talk out of my mouth and we're going to try to convince Glenn that you've possessed my body so that it'll chase after me instead of going to you.

**Freddie:** [*laughs*] Okay, all right.

**Will:** And so ride up to Death and I open my mouth...

**Freddie:** And you hear the voice of Glenn go—

**Glenn:** [*distant, like it’s coming out of a phone*] Awww yeah! You thought you could kill me motherfucker? You're wrong! I'm rocking and rolling over here. Aha! I just transferred bodies! Ha! That skill!

**Matt:** [*laughing*] Doesn't Death see the soul?

**Anthony:** Yeah, so I would normally have you roll Deception, but Death can literally see the soul. So he just looks up and then looks at you with your mouth open—

**Glenn:** [*distant*] That's okay—

**Death:** [*laughter*] I know what Scrying is. I'm a higher level than you. Fuck off.

**Beth:** Ron yells over at Death—

**Ron:** Hey, you're an intern, huh? I'm also an intern. I'm new here—

**Beth:** [*laughs*]

**Ron:** —in this world. I was wondering if you knew where the...

**Beth:** And then Ron holds up a piece of paper and acts like he's reading it—

**Ron:** Where the Glenn's Soul will end up being. I don't know the area very well and since you've been interning here for a while, I thought from one intern to another you could help me out.

**Freddie:** [*laughing*]

**Anthony:** Roll Persuasion with the stankiest Disadvantage.

**Will:** Roll Persuasion and pick his brain.

**Freddie:** Roll Intern Kinship.

**Beth:** [*laughs*]

**Matt:** The one thing that we do know for certain— it just feels like we don't need to worry about finding out where he's going because literally the only thing we have is a Death thing that's going where he's going. That's what I forgot about. So all of our ideas—I mean, I talked—but all of our ideas so far is just to figure out the one thing we already know.

**Freddie:** Now you understand the glue that Glenn is for this group.

**Matt:** I was trying to get some more info out of this, I screwed up. I screwed up, I screwed up.

**Freddie:** You guys are a bunch of fucking idiots!

**Matt:** I screwed up. I'm sorry.

**Freddie:** A bunch of fucking morons with a bunch of half baked plans trying to retread ground!

**Beth:** [*two dice rolls*]I got a 19 with Disadvantage.

**Will:** Yeah boy!

**Anthony:** Okay, so Death looks at you and goes—

**Death:** We're going to Meth Bay.

[*laughter*]

**Beth:** Okay guys, you heard the man. We're going— [*breaks into laughter*]

**Will:** Ron has established an intern rapport with Death with this 19.

**Freddie:** [*laughing*]

**Will:** So what other shenanigan— what else do you want to ask him as an intern? Intern to intern, how could we work the rest?

**Anthony:** I specifically said you got two Wile E. Coyote crazy plans.

**Beth:** Doug, do you have any quarters for parking? They're not letting me use the company lot.

[*laughter*]

[*ad break*]

[*outdoor background noise—of birds chirping, leaves rustling, people talking in the distance, metal clangs, wind, etc—that fades out as Anthony talks*]

**Anthony:** So in the time that you've been doing these shenanigans, you get closer and closer to the port city of Meth Bay. The initials smells and stuff that hit are booze and alcohol and fun and laughter and sex and drugs and—

**Beth:** Hell yeah.

**Freddie:** [*laughing*] The smells of fun and laughter?

**Anthony:** —the rotting wood of ships that are pirate ships and stuff like that.

**Will:** Smells like fun!

**Anthony:** But as you get closer, you can see that there are people in a very normal ass plate male knight in shining armor type ass armor, that are rounding up roves and bandits and pirates all of the kinds of fun people you might meet in a Tortooga—

**Freddie:** Bards. Bards. Bards.

**Anthony:** Bards. Basically you see a massively long line—of very cool looking Mos Eisley kind of people, in chains—leading up to what was once a tavern, but as you enter through the city gates, you can see that this tavern has had its sign torn down and it just has a new sign that's been built up slipshodilly, that says “courthouse.”

**Anthony:** So as you enter the town, the guards turn to you to hold out their hands and they go—

**Guards:** Whoa, whoa, stop right there!

**Anthony:** And one of them tries to stop Death, and the guard goes—

**Guard:** Stop. Hey, hold on! Stop! Stop!

**Anthony:** And Death just runs straight into him and the guard slashes at him, immediately spawns a new Avatar of Death and that Avatar of Death begins to fight that guard. The two guards next to him start panicking and try to fight the original squirrel Avatar of Death, which spawns two more Avatars of Death, and now suddenly those three guards who were going to stop you are now all fighting their own individual Avatars of Death.

**Anthony:** Is there anything you would like to do with this information as Death has continued to run toward the courthouse?

**Ron:** Is there a way that we could pretend to be squirrel criminals, but then accuse Death so he's arrested as a squirrel and then I don't think the system of justice could have its own Death Avatar. It's a big thing.

**Anthony:** You basically have 30 seconds until it—Death—reaches the courthouse.

**Ron:** Well, threatening people is a crime.

**Darryl:** Yeah, just accuse him Ron. Maybe the police could help. Worst case scenario more Deaths spawn, but they won't attack us.

**Henry:** Ron, this is really good. I've got a great idea.

**Ron:** Okay.

**Henry:** Here's what I'm going to do.

**Will:** So I use Wild Shape and I turn into an exact doppelganger of the squirrel that Death looks like.

**Beth:** Yes.

**Anthony:** Okay.

**Will:** And then I run into the courthouse and I say—

**Henry:** Hey everybody, I'm Death! And I think the toughest, baddest, hardest motherfucker fighter in this whole town—that person who's the most tough piece of shit in this whole town—I think they suck and I want to fight them one on one. So come kick my ass if you've got the guts!

**Will:** And then I run away.

**Ron:** And Henry could you say you also did some crimes because—

**Matt:** Yeah, as Henry's screaming something that's not illegal—

**Henry:** And I also did some crimes!

**Matt:** I look at a guard and I point to Death I go—

**Darryl:** Hey that guy just stole my purse.

[*laughter*]

**Anthony:** Okay, to briefly set the scene as you run into the former tavern, now courthouse, they've destroyed all the rooms, there's just this one big open ass room.

[*background sounds of lots of people talking*]

**Will:** Just like in *Batman Begins*.

**Beth:** Tight.

**Anthony:** You could see that there is a judge's bench, sitting at the bench is just some person you've never seen before—an old woman with an eye patch—and next to the judge's bench you see a whole shelf, just a massive pile—

[*background sounds fade out*]

**Freddie:** Like a kallax?

**Anthony:** A what?

**Freddie:** A kallax.

**Matt:** No.

**Anthony:** I don't know what that means.

**Beth:** What is that?

**Freddie:** You do, you do.

**Matt:** No.

**Freddie:** It's the IKEA kallax.

**Will:** [*laughs*]

**Anthony:** No, actually you see a very large pile of just random objects. You see-

**Freddie:** They need a kallax to help organize that.

**Anthony:** Yeah, there is a kallax for some of the more kallax shaped things that can be organized. You see swords and armor and all these kinds of different artifacts, random little magical bits and bobs all in one bit pile that is being guarded by a large ancient gold dragon. The same one that Scam Likely attempted to fly away from the Omega Daddies’ hideout. And he is sitting in front of all these jars.

**Anthony:** So when you say “the biggest, toughest, baddest motherfucker” you were speaking to him. He is by far the largest thing in this room and the most intimidating. So go ahead and roll Intimidation, and then Matt you roll Deception.

**Matt:** [*dice roll*] Goddammit, I got a 5.

**Will:** [*dice roll*] I got 2.

**Freddie:** Okay, looks like Glenn once again is a key member of the team!

**Anthony:** Okay, so as all of you attempt to bamboozle the ancient gold dragon, he goes—

**Raymond (the dragon):** Oh hey, aren't you the ones from the—

**Anthony:** As it's saying that you watch as the squirrel Death’s eyes track the arc of Glenn's soul as it dovetails into the big pile of stuff. First you hear what sounds like strings, like a twang, [*string twang sound effect*] and then there's a vibration from inside the pile of stuff, and then it shoots up neck first and you can see—gleaning as bright and red as the last time you saw it—the Battleaxe of Hatred with Ron's signature. And it is vibrating and you can feel that Glenn's soul is inside of it.

**Glenn:** [*distorted to sound like an electric guitar*] Oh hell yeah, this rules! Looks like I'm a guitar! Oh man, this is like my best dream ever! Aw it feels real good!

[*laughter*]

**Glenn:** [*distorted* *singing*] Ah!

**Darryl:** You know everyone—

**Glenn:** [*distorted singing*] Ah!

**Darryl:** —Glenn's pretty happy right now. Maybe this is a *Mice and Men* sort of moment.

**Will:** Let's just tell him Mickey died.

[*laughter*]

**Darryl:** We just kind of let him—

**Anthony:** Death as a squirrel is going to try to leap into the air and get at the Battleaxe of Hatred knowing full well that a large dragon is standing between it and the axe. The dragon goes—

**Raymond:** There's no cutting in line.

**Anthony:** And as he says that, Death is going to leap into the air to attack.

**Will:** I shout—

**Henry:** [*drawn out, Will imitating slow-motion*] Stop that squirrel, it's Death!

**Darryl:** He's trying to steal something from the courthouse!

**Beth:** [*laughing a bit*] I've got a warrant for Death's arrest.

**Matt:** I guess all this is perplexed because I just assumed that Death was like... invisible, we can't hit Death.

**Anthony:** I can move through other creatures, but whether or not it gets hit is a different thing.

[*various noises of comprehension*]

**Anthony:** And it says, "As if they were a difficult terrain." So it still would be slowed down by the attack.

**Beth:** What if he gets hit with a lawsuit.

[*group* *laughter*]

**Will:** I'm going to cast Churned Earth. Or, Erupting Earth rather.

**Anthony:** Okay.

**Will: “**Choose a point you can see on the ground within range of a fountain of churned earth and stone erupts in a 20 foot cube centered on that point. Each creature in that area must make a Dexterity saving throw.”

**Anthony:** I'm going to tell you straight up, if you do do this, you're getting your own Death Avatar.

**Will:** Oh shit.

**Matt:** Darryl screams—

**Darryl:** God help me!

**Matt:** And throws the axe, like... at Death.

**Anthony:** Give me an Initiative role so we'll be able to see what order everybody does all this stuff in.

**Matt:** [*dice roll*] So I rolled a 1, and then I got Advantage... [*dice roll*] and I rolled a 1.

**Will:** Oh my God!

**Freddie:** [*laughs*]

**Anthony:** Oh no.

**Will:** [*dice roll*] Okay, so I got a 12.

**Anthony:** So Death goes first. Death is going to leap into the air and try to grab on to the battleof hatred. So I'll give him a basic Dexterity roll... [*dice roll*] So Death leaps through the dragon—who isn't quite quick enough to swat him out of the air—Death lands on the pile of stuff and tries to grab at the Battleaxe of Hatred. But it just barely bobbles it and it slips out of fingers and just falls over onto the side.

**Freddie:** And you hear the battlego—

**Glenn:** [*distorted*]Nice try! Woo! Too hot to handle!

**Matt:** Y’know, for a final performance, Freddie's doing a pretty good job. This is a good final performance for Glenn.

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

**Will:** Henry is going to, with a heavy heart, cast and Entangle on Death. “Grasping weeds and vines sprout from the ground on a 20 foot square strength from point within range. The ground is difficult terrain, a creature in the area when you cast the spell must succeed on a Strength saving throw, or be restrained by entangling plants until the spell ends.”

**Anthony:** It didn't say any of the following things: charm, frightened, paralyzed, petrified, poisoned or unconscious?

**Will:** No.

**Anthony:** Thank God.

**Will:** It doesn't.

**Anthony:** Because it has immunity to all of those things, but it does not have immunity to being restrained apparently.

**Freddie:** This is a BDSM podcast after all. Do any of us have immunity to being restrained Anthony?

[*laughter*]

**Anthony:** So what happens is, he's going to do a strength saving throw. [*dice roll*] Unfortunately he has a +3 to Strength, and he rolled a 14.

**Will:** Oooh!

**Anthony:** So he does save against this. Does anything happen on a failed save?

**Will:** It's just difficult terrain now.

**Anthony:** Okay. You do spawn your own Avatar of Death.

**Will:** Oh shit.

**Anthony**: He is going to roll Initiative. [*dice roll*] So he got a natural 20.

**Will:** Okay.

**Beth**: Okay.

**Freddie:** Ohohohoho, bro.

**Anthony:** Which means that he gets to basically go whenever he wants, which is, I'm going to say right now.

**Matt:** So it happens before I throw my axe or anything.

**Anthony:** Yes, unfortunately this all happens before you throw your axe. So Henry, what are your maximum hit points?

**Will:** That's always a great question to hear! My max hit points are 66.

**Anthony:** I think D&D wise, you’re not supposed to convey this information, but fuck it. So, Death has exactly half hit points for whatever it is spawned from. So this Avatar of Death has 33 hit points.

**Will:** Okay.

**Anthony:** But it is just going to sweep its spectral scythe through your chest, and it just does 1d8+3 damage. So I'm going to roll the 1d8 for him, it doesn't even have to roll to hit, it just happens. [*dice roll*]

**Will:** Okay.

**Anthony:** So he does seven damage to you.

**Anthony:** Plus, another d8 of necrotic damage. [*dice roll*] One, okay cool. So altogether, 8damage.

**Will:** All right.

**Freddie:** Wait, wait, wait, wait, wait, wait, wait, wait, wait. “The Avatar fights until you die or it drops a zero hit points whereupon it disappears. If anyone tries to help you, the helper summons its own Avatar of Death.” It doesn't summon it if you try and help Henry though.

**Will:** No, but the rules move to the new—

**Beth:** Yeah.

**Freddie:** No! No, no, no, no, no, Avatar of Death is just a creature.

**Anthony:** Oh, okay, I see what you're saying. So the spawning another Avatar of Death, that is not a feature native to Avatars of Death, that is a feature native to specifically the Skull card and whoever drew that.

**Matt:** Yes, but we still need to help you Freddie.

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

**Matt:** Yeah, yeah, yes.

**Freddie:** But you trying to help me will give you another Avatar of Death.

**Matt:** Yes.

**Freddie:** You taking on Henry's Avatar of Death, it's fine. You guys can gang up on that one.

**Beth:** I actually think that I'm going to take Glenn away. And hide him.

**Anthony:** Okay, since you didn't want to initially roll to get into the initiative mode I'm going to put you in the very end, after Darryl.

**Beth:** Okay.

**Anthony:** So next it is the ancient dragon's turn. He's going to turn around and go—

**Raymond:** Hey, hey, hey, that stuff belongs to the court. Don't be a dick.

**Anthony:** The dragon is going to swipe at Death with its claws. Let's see how it does. [*dice roll*]

**Freddie:** Oh, isn't the dragon going to get its own Avatar?

**Anthony:** Uh-huh (affirmative), yeah, regardless of whether it hits or not.

**Will:** Oh, that's going to be a spicy boy.

**Anthony:** Yeah.

**Will:** That's going to be a big boy!

**Matt:** Yeah, well he can deal with it.

**Will:** That's his problem.

**Matt:** That's his problem.

**Anthony:** It attacks and— geez Louise, I think I may have made this too easy on you, and then maybe again not.

**Matt:** Just killed him.

**Anthony:** No, it's just he has a +17 to hit—

**Matt:** Oh yeah.

**Anthony:** —with his bite, because he's a crazy powerful dragon guy. So he's going to do 2d10+10 piercing damage. [*dice roll*]

**Freddie:** You guys didn't have to do shit! Man!

**Anthony:** So he does 23 damage to Glenn's death, which means it's down to 14 damage. But in that exact moment it spawns another Avatar of Death, and this one has... 546 divided by two…

**Freddie:** [*surprised laughter*] Holy shit!

**Beth:** Sorry, what?

**Anthony:** This one has 273 hit points.

**Will:** This whole trial's out of sight.

**Matt:** Is all this happening as I'm mid throwing? Do I get to throw my axe now?

**Anthony:** [*dice roll*] You're going to come right after the Death that he just spawned because that Death rolled very well in its Initiative. The Death swipes its scythe at the dragon, who then immediately turns to face and goes—

**Raymond:** What the, what?

**Anthony:** And it takes a very small amount of damage. Now it is Darryl's turn.

**Matt**: So wait, the Death going to Glenn, let's call him Squirrel Death.

**Anthony:** Yes. Squirrel Death is trying to grab the Battleaxe of Hatred.

**Matt:** Is it slowed down at all because of the dragon?

**Anthony:** No.It got hurt, but otherwise no.

**Matt:** So nothing slowed it down?

**Anthony:** No, on it's turn it is going to try to pick up and smash the Battleaxe of Hatred.

**Will:** But Ron gets to go before...

**Matt:** Ron gets to go first, right?

**Anthony:** Correct. Correct, you and Ron get to go before its turn.

**Darryl:** Ron, get that guitar.

**Matt:** And then I throw one of my throwing axes at Henry's Avatar of Death.

**Anthony:** His DC is 20, so you have to beat 20.

**Matt:** [*dice roll*] Better than a 1, 19 yay! +7, so 26.

**Anthony:** Cool, so roll damage.

**Matt:** [*dice roll*] That's a 4 damage.

**Anthony:** ‘Kay.

**Matt:** And then with my second attack, I'm just going to swing my great axe at it.

**Anthony:** Okay.

**Will:** He's got... a great axe!

[*group* *laughter*]

**Anthony:** Jesus Christ that's so good! Very good.

**Matt:** I get +7 for my DC... [*dice roll*] no, that's a 19.

**Anthony:** Sorry, doesn't quite do it. So your first hit manages to carve off a little bit of these spectral essence that makes Death Death, it just manages to [*wshk* *noise*] slice it away from the rest of its quasi-incorporeal form. But the next one it sees coming and just almost like a fog, dissipates around the axe as it comes toward him, and then reforms as soon as your axe moves through it.

**Will:** Here's a question Anthony. What does Henry's version of Death look like? We've had all these fun characters show up, what does this look like?

**Anthony:** Ooh, that's a good question... Who's somebody that Henry has wronged or allowed to die?

**Matt:** It's a Frenchman riding a horse. It’s Napoleon.

**Will:** Oh yeah, because I bad mouth the French so much, maybe it is Napoleon.

**Matt:** You hate French and you hate horses.

**Anthony:** Sure! Yeah sure, it's Napoleon Bonaparte.

[*laughter*]

**Beth:** Napoleon Dynamite.

**Will:** Yes, it's Napoleon Dynamite.

[*laughter*]

**Anthony:** It's Napoleon Dynamite on a horse wearing the Napoleon Bonaparte hat, and as you try to put the axe through it, it goes—

**French Death:** [*French accent*] Oh, no, no, no, gosh.

**Beth:** Gino, come get your food.

**Freddie:** [*laughing*] Oh my God, yes.

**Will:** Man, Napoleon Dynamite, Quagmire, we're just chock a block with high school references.

**Anthony**: Yeah, don't tell me I don't have too many DM voices in my rucksack.

[*laughter*]

**Anthony:** Okay, so Ron, it is your turn.

**Beth:** I am going to—

**Matt:** No pressure, if you don't grab the axe Glenn dies.

**Beth:** Oh God, okay. I am going to... slide over to grab the axe.

**Will:** Now I hate to be a narcarino about this, but I do believe it's difficult terrain now because of my Entangled spell.

**Anthony:** Yeah, so if you want to do a cool slide thing, I'm not going to make you do Disadvantage for it, but you're not going to be able to do a whole lot afterward. Once you get there you're not going to be able to keep moving.

**Freddie:** You could use your beefy Ron body to protect me.

**Beth:** Yeah, duh. [*dice*] That is a... 16.

**Anthony:** Okay, describe how you sidle up to Death and take the guitar from him, just like... in the Bible.

[*laughter*]

**Beth:** I don't know, I watched the 1992 mini series of *The Stand,* obviously. And then I take the guitar from off his back and I'm really hot. Gary Sinise. No, okay, so—

[*laughter*]

**Anthony:** No, all that happens. That's fine.

**Beth:** I think I do a cool half 360—so 180—and then I just have the guitar and part of me is clutching it away from Death, but part of me is holding it almost like I might play it. Like Ron, Hey I'm Ron himself might finally be a part of the Glenn Close Trio.

**Freddie:** And the guitar goes—

**Glenn:** [*distorted*] Oh yes! This is what it's like to be held!

**Anthony:** So you snag the guitar, and then in front of you blocking the path ahead of you another Death appears, and this one is... who's somebody Ron has killed? Oh, it's Vampire Terry Sr with no head.

**Beth:** Fuck.

**Will:** Oh shit.

**Anthony:** And still has the bag of holding over its head.

**Freddie:** Hey quick question for you guys, just for the group here. My soul's in this guitar, right?

**Anthony:** Yes.

**Beth:** Oh yeah, it is.

**Freddie:** But my body is outside presumably draped over Horsefax.

**Anthony:** Yes.

**Freddie:** So what's the deal with the soul, maybe... it really feels like we should have asked Canary to come along huh?

**Will:** Shit, you're right.

**Anthony:** Any or all of you can do an Arcana check right now for free.

**Will:** Did we forget Paeden again?

**Matt:** No, no!

**Will:** Has Paeden been here this entire time?

**Matt:** Oh yeah.

**Anthony:** Oh yeah, Paeden has been here the entire time.

**Paeden:** Yeah, what do you guys want me to do?

[*laughter*]

**Beth:** Nothing honey, just stay right there.

**Paeden:** Clearly I'm punching out Death, I'm finishing off Death. That dragon really fucked him up, I'm going to put the Coupe de gracey, that's what I'm going to do on him.

**Matt:** I was going to say, Darryl’s been beating himself up for his terrible axe throwing, and then he realizes it's because he's had Paeden on his shoulders this whole time. It's really been throwing off his aim. So he gently puts him down, he's like—

**Darryl:** All right Paeden, I guess you're in this fight too.

**Paeden:** Hell yeah, baby.

**Will:** My theory is that Paeden has low key realized that if he just shuts up the dads will forget that he's with them, and then he can just go along with them to whatever, which is why Paeden just gets real quiet sometimes.

**Anthony:** Which turns out is exactly how to hang out with adults when you're a kid. So it's very smart.

**Freddie:** [*laughs*] It's true.

**Beth:** I feel like if we just put the guitar in Glenn's body, it will be the same thing. Y’know? It's just going to be a body in a guitar.

**Anthony:** Yes. So the last thing that Canary or Autumn—I can't remember who—told you was that if the phylactery, which in this case is the Battleaxe of Hatred, is broken without the body present—which currently it is not, it is outside—then the vapors of the soul will evaporate, go into the sky and dissipate forever. If you want to give me an Arcana roll... anybody wants to give me an Arcana roll I can give you a little bit more information on what you may have gleaned just from that explanation.

**Beth:** [*dice roll*] I rolled... and I got an 18.

**Anthony:** Okay, so an 18 Arcana, you can tell yeah, basically there is a very small radius around any phylactery where it needs to be close to the body and then it can then basically bond with its body, remember its body, and then enter the body easily. So it's basically got to be within five feet of the body.

**Will:** Ron's bringing the guitar to the body, Paeden should go get Horsefax and bring the body to Ron so they can meet in the middle.

**Matt:** Yeah, that's a good idea.

**Henry:** Paeden, go get the horse! Not for any reason involving Death, but because we want to see our horse friend and I think you're a wuss, you can't do it because you're too scared.

**Paeden:** Oh my God, how dare you!

**Anthony:** And he immediately sprints out. On his turn he's going to sprint to the horse, and I'm going to give him an Animal Handling check to see if he can ride it in.

**Will:** He can also ask the horse, the horse talks.And then we get a super fun scene where a fan favorite character Paeden talks to worldwide beloved character Quagmire and they have a fun scene together, like a meeting of the minds. It's like a crossover.

[*laughter*]

**Anthony:** So you hear in the distance outside of this courthouse tavern, you hear...

**Paeden:** [*muffled, like it’s in the distance*] [*panting*]We got to go to save Glenn man, come on.

**Horsefax**: [*muffled*]Aha, all right!

**Anthony:** And they are at the entrance to the courthouse. They are still not within five feet, but the body is there. The body's about 15 to 20 feet away.

**Beth:** Okay.

**Matt:** Okay

**Anthony:** So that was Paeden's turn. So now it is Death's turn. Specifically Glenn's Death's turn.

**Matt:** Squirrel Death.

**Anthony:** So the squirrel is going to run at Ron.. so he's going to leap forward and try to do a Strength roll I guess to wrench it out of your hands.

**Matt:** Can Ron Dexterity to move out of the way?

**Beth:** Can I try to put it up my sleeve or put it under my shirt?

**Anthony:** Okay, fuck it. Yeah, do give me a Dexterity roll, see if you can dodge out of the way of Death.

**Freddie:** Can I give you a power cord vibration roll, because I'm going to play myself?

**Anthony:** Absolutely.

**Matt:** Oh yeah, can he do Bardic Inspiration?

**Freddie**: Oh yeah, yeah, I'm going to give Ron 1d8 of Bardic Inspiration by playing Don't Fear the Reaper on myself because I'm the guitar.

[*laughter*]

**Beth:** Nice.

**Anthony:** Great.

**Freddie:** [*singing notes*]

**Beth:** [*dice roll*] I got an 11.

**Anthony:** Roll a d8 and add that to the 11.

**Beth:** Okay. [*dice roll*] I got 2.

**Matt:** Oh, so 13.

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

**Anthony:** [*dice roll*] So he rolled a 19 Dexterity.

**Beth:** I don't like that.

**Anthony:** So he leaps into the air, and then grabs onto it with his little squirrel paws. Now he's going to try to do a post Strength check to wrench it out of your hands.

**Beth:** I'm going to beat this fucking squirrel. I'm going to roll Strength so fucking hard. [*dice roll*] Yes! 19.

**Matt:** Hell yeah, Beth.

**Anthony:** [*dice roll*] [*careful* *exhale*]

**Beth:** Did he get a 20? I'm going to be so upset.

**Anthony:** He got... a 14.

**Beth:** Okay!

[*group laughter*]

**Anthony:** So you managed to maintain your hold on the Battleaxe of Hatred as he's like—

**Squirrel Death:** Fuck you, fuck you, give it to me. Goddammit! Fuck you, fuck you!

**Ron:** Suck it squirrel.

[*laughter*]

**Anthony:** Okay, so that was a move and I feel like trying to wrench it out of your hands— that feels like an action. So to me that feels like that's his whole turn.

**Ron:** As my wife Samantha would say: "Wow!"

[*laughter*]

**Anthony:** All right, Henry it is your turn.

**Will:** Okay, there's a squirrel wrastling with Ron over a guitar, there's my Avatar of Death which looks like Napoleon which is fighting me. And then...

**Freddie:** There's Ron's Avatar of Death.

**Will:** Ron's Avatar of Death is fighting him and that's Terry Sr.

**Anthony:** And then there's dragons Avatar of Death which is fighting him.

**Matt:** I think you should hit Squirrel because you won't summon another one, and I can keep attacking yours.

**Will:** I see.

**Matt:** He's already done his action, which means the Squirrel Death is not going to another action. So all that matters is Ron running. So anything we can do to pull the squirrel—

**Will:** To help Ron.

**Matt:** Yeah, help Ron is all we need to do.

**Will:** On Ron's next turn he needs to break free from this guy.

**Matt:** Yes.

**Will:** Could I try to help Ron pull the thing away from the squirrel?

**Anthony:** The guitar away from the squirrel?

**Will:** Yeah, or could I try to grapple the squirrel off of the guitar?

**Anthony:** Absolutely you could, yeah.

**Will:** Okay, that's what I'm going to do. So I run up to the squirrel and I grab it with both my hands and I'm trying to pry the squirrel off of the guitar.

**Anthony:** It is a dense, thick squirrel. It's surprisingly dense and hard when you grab its spectral squirrel form.

**Glenn:** And Horsefax goes, “Heh, heh, heh, heh, nice.”

**Anthony:** [*laughs*] So give me a Strength check, it'll do a post Strength check.

**Will:** All right.

**Matt:** That's why you got buff boy.

**Will:** That's why I got yolked. So I've gone from a -1 to a +0 Strength modifier.

**Beth:** Wow.

**Matt:** Ooh!

**Freddie:** Oh, nice.

**Matt:** He doesn't need Mercedes help anymore with getting those pickle jars open. It's all him baby.

**Will:** Yolked Henry has done like three weeks of Ring Fit Adventure on the Switch and he's feeling pretty good! [*dice roll*] And he got a 12, Anthony.

**Anthony:** Okay, so unfortunately a 12 does not beat an 18. So, you pull and you pull but that darn squirrel's very strong, and it maintains its grip on the Battleaxe of Hatred. So now Ron's Avatar of Death is going to slice at you.

**Beth:** He can't see me.

**Anthony:** All right, it is going to do... [*dice roll*] 12 damage to you.

**Beth:** To me?

**Anthony:** The scythe moves through your torso and you feel it cutting across the inside of you, but not physically. Just pure anguish, misery, existential dread and loneliness just cutting through your body in a way that probably feels all too familiar being Willie's son, and it does 12 damage to you.

**Beth:** Damn.

**Anthony:** Now Henry's Avatar of Death is going to attack him...

**Will:** Bring it on.

**Anthony:** [*dice roll*]And it is going to hit you for 13 damage.

**Will:** Ow.

**Matt:** It just ignores me. I go—

**Darryl:** Hey stay tough man, the pains all mental.

**Matt:** And I use Spirit Shield to reduce his damage by 2d6. And so I reduce damage by 8.

**Anthony:** So 13-8 is 5.

**Will:** Yeah, great. Okay great.

**Henry:** Thanks Darryl.

**Darryl:** Your welcome buddy.

**Henry:** I appreciate you.

**Anthony:** The dragon is going to turn to its own Avatar of Death. It's just going to attack. [*dice roll*] It hits and it does [*dice roll*] 21 damage to a thing that's got 273 health left.

[*laughter*]

**Will:** Settle in y'all.

**Anthony:** Yeah. This one is going to be resolved off screen, I am almost certain. And then... yeah, dragon swipes a big chunk of ectoplasm out of his Avatar of Death, and then the Avatar of Death just—

**Raymond’s Death:** [*grunt noise*]

**Anthony:** —and then just hits back at him and *tink*— his little scythe just barely tinks against the hide of the dragons armor. Even though it's incorporeal it still does next to nothing against this 533 HP-ass dragon.

**Matt:** This is like every Platinum action game where you're like a bayonet and you're fighting somebody and then in the background there's two mechs fighting also. That's way cooler off in the distance.

**Anthony:** You're like, “I wish I could play that,” and the games like, “No you won't.” Darryl it's your turn.

**Matt:** How heavy is Glenn?

**Anthony:** Glenn, how heavy are you?

**Freddie:** Probably a svelte rock star 160... 170 maybe, somewhere in there?

**Matt:** Minus 21 grams, righ? For the soul.

[*all laughing*]

**Freddie:** Yes, minus 21 grams.

**Beth:** Shut up!

**Matt:** So less—

**Will:** Very good.

**Freddie:** Yes, yes, yes, yes.

**Will:** Yeet him! Do it!

**Matt:** Yeah...

**Will:** Yeet! Yeet! Yeet!

**Matt:** Yes, I'm going to run to Glenn. I'm going to grab him by both his legs. I want to try to smash the guitar with Glenn.

**Anthony:** Wha— wh— Okay.

[*laughter*]

**Matt:** Just so I understand, so if the guitar breaks and Glenn's within five feet, his soul goes back into him, right?

**Anthony:** Correct.

**Matt:** Okay, yeah. So I'm trying to smash the guitar with Glenn.

**Anthony:** So give me a Strength check.

**Matt:** [*dice roll*] Oh, [*fart noise*] I got a 22.

**Anthony:** Wow. Now make an attack roll.

**Matt:** With a Glenn? What's Glenn's—

**Anthony:** With a Glenn.

**Matt:** —attack attack stats?

[*laughter*]

**Anthony:** Just treat it like a normal bludgeoning weapon. Just give me a straight d20 roll, because he's not going to be that easy to aim I would presume.

**Matt:** Here we go.

**Freddie:** He's just like rag-dolling over.

**Will:** Now there's two roles you can use Glenn Close in. You can use him as the shield—

**Beth:** No.

**Freddie:** Oh my God.

**Will:** —or you can use him to do damages!

[*laughter*]

**Freddie:** Oh yes!

**Anthony:** Oh my goodness.

**Freddie:** Mm, yes, we're back baby! We’re back everybody!

[*laughter*]

**Anthony:** So you get inspiration back, and also Matt you get inspiration for the 21 grams joke.

**Matt:** Woo! Oh yeah, that's my first one for ever making a joke. I did a good—

**Beth:** That's a really good one, too.

**Matt:** Thank you.

**Beth:** Yeah.

**Matt:** I'll use my first roll still, so it was a 15.

**Anthony:** So the 15—

**Matt:** So this is a DC against the guitar, right?

**Anthony:** Yeah, I’m not— what I'm trying to determine is if it hits everybody else as well.

**Matt:** Oh, okay.

**Anthony:** You're bringing Glenn down as hard as you can onto Ron. So—

**Will:** Breaking Glenn's neck instantly.

[*laughter*]

**Anthony:** Yeah. So you're going to do, let's say 2d6. So I'll be totally transparent with you about what all the HP is of the guitar, okay? So the guitar has 12 HP.

**Freddie:** Two for each of the strings.

**Anthony:** Yeah, exactly. And so I'm going to say that using Glenn as a weapon, as a 2d6 to everything. So Glenn will take 2d6, Ron will take two 2d6, the Avatar of Death will take 2d6, and the guitar will take two 2d6. Okay?

**Will:** Oh and Henry too, right? Because I'm in there.

**Anthony:** Oh yeah, you're in the mix as well. Yeah, so everybody will take 2d6 of damage.

**Freddie:** Dude, Glenn is the most powerful weapon in this game.

[*laughter*]

**Freddie:** The more people— are you kidding? How many total is that? That's so many d6s.

**Anthony:** Yeah, apparently Glenn does splash damage!

**Freddie:** You got to fucking go empty out all your fucking Milton Bradley games dude. You get the Game of Life out and roll that shit. We don't got enough d6s in this house for how much damage Glenn does in one go baby.

**Beth:** [*dice roll*] Oh my God. I just got 11 damage from Glenn.

**Freddie:** [*cackles*]

**Anthony:** You did 7 damage to the guitar, so it's only got 5 HP left.

**Matt:** Okay.

**Anthony:** Also you spawned your own Death Darryl.

**Will:** What does the Death Darryl look like?

**Matt:** Death is just in the form of a hospital bed.

**Anthony:** That's dark.

**Matt:** Yeah.

**Beth:** Holy shit.

**Will:** Death is the last toilet that Darryl murdered.

[*laughter*]

**Matt:** That's just a big well done steak. Extra burnt, don't even look at it.

**Beth:** I literally thought you said Death is a big toilet. And I was like okay.

**Will:** No, not Death! [*extended laughter*]

**Beth:** So, all right.

**Anthony:** [*dice roll*] The hospital bed just shoots a pillow at you and immediately does 12 damage to you Darryl on its turn.

**Matt:** All right.

**Anthony:** Now it is Ron's turn.

**Matt:** Ron, you just need to break it.

**Will:** Isn't there a demon in this guitar, too? Won't the demon come out when we break the guitar? Is that just, we'll just throw him on the pile?

**Beth:** Yeah, but that's... yeah.

**Matt:** I mean… You deal with one thing at a time, Will.

**Anthony:** So I was going to actually say when Glenn went inside the guitar, you could feel a massive vacuum where a demon once was.

**Will:** Oh...

**Beth:** Oh God.

**Glenn:** [*distorted*] Oh, a lotta space in here! Haha! It's like city hall, you know what I'm saying? Wah!

**Beth:** Oh wait, my Death Avatar is still alive. So I go up to fake Terry Sr, like—

**Ron:** I'm the cool dad. I can play guitar.

**Anthony:** Okay.

**Beth:** And I hit him with it.

**Anthony:** So give me a melee attack roll against fake Terry Sr.

**Beth:** [*dice roll*] 12.

**Anthony:** You swing at it, and it just deflects it away with its ghostly ectoplasmic hand, and just baps it to the left a little bit and fucks up all the momentum of your swing so that it hits harmlessly to the side of one of the people that is in line for judgment. And so you don't do any damage to it.

**Ron:** Oh sorry. Sorry, my first day with this instrument.

[*laughter*]

**Anthony:** She looks at you and is like—

**Woman in Line:** It’s okay, it’s no big deal, it happens to everybody.

**Anthony:** It is now Paeden's turn. So Paeden's like—

**Paeden:** What do I do? What do I do?

**Matt:** Smash the guitar, please just smash the guitar.

**Paeden:** Okay.

**Will:** Anthony, I have an idea. We never said what happened to Freddie's gun.

**Anthony:** I presume it's still on his body, right? Yeah.

**Will:** You got a moment here where Paeden could grab that gun and shoot that guitar. That's all I'm saying to put this over the edge.

[*laughter*]

**Anthony:** Well I'm not going to turn that down. So, Paeden's like—

**Paeden:** Oh, I've been waiting for this one baby.

**Matt:** I feel like Darryl's turning to be like—

**Darryl:** Paeden, just get out of here—

**Matt:** And then he sees Paeden with a gun. It's like that GIF with the kids— Like “Hey, what are you holding?”

**Beth, Antony, Matt, maybe more:** "A knife!"

**Anthony:** So Paeden runs up to Glenn's unconscious body, immediately starts feeling his pockets down, and he pulls out the gun and he's going to aim at the guitar that is still being held in Ron's hands. Paeden takes aim. He closes one eye.

**Beth:** Oh no.

**Anthony:** Squirrel Death looks at him and goes—

**Squirrel Death:** What you think closing an eye's going to fucking help you?

**Anthony:** And Paeden goes—

**Paeden:** Oh, absolutely. When the other one is an eye of the tiger.

[*laughter*]

**Anthony:** And he fires... [*dice roll*] he rolled an 18.

**Freddie:** Ooh!

**Anthony:** The bullet sails through the air in slow motion and it severs the top of the guitar off— just like the neck of the guitar— it circumcises the guitar basically. And—

**Beth:** If that's your idea of circumcision. [*laughs*] I don't know.

**Matt:** That's not how that works. Maybe *Robin Hood Men in Tights—*

**Beth:** Who could I have been dating?

[*laughter*]

**Anthony:** Oh my God. Suddenly so many things about my own life make much more sense now that you guys say this. So, yeah, it basically severs the head of the guitar, Glenn's weed green soul emanates from the neck of the guitar and hovers and floats over to his body—which is five feet away—and goes in through the nostrils and is inhaled and suddenly [*gasp*] Glenn is awake.

**Beth:** Oh man.

**Freddie:** And Glenn goes—

**Glenn:** I'm back baby!

**Beth:** More cowbell.

**Darryl:** Glenn—

**Glenn:** Ah, my foot's asleep, my foot’s asleep! Ah, I got the pins and needles on my feet!

**Freddie:** And Glenn sits there and is like—

**Glenn:** Ooh, ooh, you don't want to move it because it makes it worse but then you also got to move it because you go the blood flow. Ooh, it's like little ants, little ants all up my legs! Ooh, my feets asleep!

**Freddie:** [*dice roll*] 15+5, 20 on my Initiative roll.

**Anthony:** Fantastic.

**Freddie:** I guess I'll just go into it.

**Anthony:** Yeah.

**Matt:** Not even a thank you?

**Glenn:** Hey, thanks everybody.

**Darryl:** You're welcome Glenn.

**Will:** What’s your— did you have a 5 Initiative? What's your Dex score?

**Freddie:** Hey, looking on my fucking cliff that I'm looking down at you peons at this level 12 size cliff, yeah, I fucking rule right now dude. My initiative is +5, what do you want?

[*laughter*]

**Matt:** Why did we save Glenn?

**Freddie:** All right, here the move. You ready? Question for Anthony, what plane is the Avatar of Death from?

**Beth:** Boeing.

**Freddie:** Is it from a spectral plane, what's the deal with the Avatar of Death?

**Anthony:** Oh my goodness. Uh...

**Will:** Google, where did Death come from?

**Freddie:** Anthony, just a theological question, where did Death come from?

**Anthony:** Dad, where did Death come from?

**Beth:** [*laughs*]

**Anthony:** The Avatar of Death is from the inner planes. It's from the Elemental Plane.

**Freddie:** It's a different one.

**Anthony:** Yes, it is not—

**Freddie:** That's the whole plane.

**Anthony:** He does not originate in the material plane that you were currently in.

**Freddie:** How many Avatars of Death are there?

**Anthony:** Right now there are... and Paeden definitely helped you so Paeden definitely spawned his own Avatar of Death as well.

**Freddie:** Sure, but how many do we got?

**Anthony:** Six. You have six.

**Freddie:** So just to be clear, we got dragon, we got mine which is coming after me.

**Anthony:** Yep, and everybody's is going for their own person.

**Matt:** Everybody, all four of us have one.

**Freddie:** I'm going to target mine with Banishment.

**Anthony:** Okay.

**Freddie:** Banishment allows me—at the level I'm casting it at—also target two additional targets. So I can attempt to send these three creatures within range to another plane of existence. “The target must succeed on a Charisma saving throw or be banished.” A charisma saving throw is 15 here.

**Anthony:** Okay.

**Freddie:** If this target is native to a different plane of existence than the one we're on, as you said that they are...

**Anthony:** Correct.

**Freddie: “**The target is banished with a faint popping noise, returning to its home plane. If a minute passes and I'm still working the spell, the target does not return.”

**Anthony:** Which three are you getting rid of?

**Freddie:** So mine for sure, because it's coming after me. [*tongue clicks*] Which ones are the most dangerous ones?

**Will:** Let's get rid of Paeden's for sure.

**Freddie:** Probably the dragon one, because if I get rid of the dragon one, the dragon one can help us because the dragon one seems to be interested in keeping order in this court as a bailiff of some sort. So, me, Paeden, and the dragon’s.

**Anthony:** Okay, so they have to fail Charisma checks.

**Freddie:** Yes.

**Anthony:** They have a +3 in Charisma, so the first one rolls... [*dice roll*] a 13+3 is 16, which beats your 15.

**Freddie:** So mine is still there.

**Anthony:** Yours is still there. [*dice roll*] Paeden's rolls a 19+3, 22. Still there.

**Freddie:** Shit.

**Anthony:** And the third one rolls... [*dice roll*]a 13+3, 16. Still there.

**Freddie:** Glenn puts his fingers out and he's like—

**Glenn:** I hereby banish all of you!

**Freddie:** And he pointed at these three and nothing happened.

**Will:** Dang.

**Freddie:** So I feel like my move is going to be the runaway.

[*laughter*]

**Anthony:** Oh my God. Your soul is back in your body, you stand up, you go, ”I banish thee!” Nothing happens and you go, “I'm out,” and then you just run?

**Beth:** And then the rest of us are like, [*Scooby Doo voice*] “ruh roh.”

**Matt:** [*laughing*] The rest of us are like... fuck Glenn.

**Freddie:** I'm going to run out because here's the problem— is that any of the spells that me or Henry would want to cast—the good ones, because we have so many of these bad guys here—it's going to hit our fellow dads. So I'm going to try and run out and tell everybody to move towards the door so we can bottleneck them at the door.

**Anthony:** Okay.

**Freddie:** And I'm going to be like—

**Glenn:** Get out of here everybody! We got to go!

**Anthony:** So you run towards the door. As you approach the door, the doors slam shut in front of you.

**Glenn:** Ah,balls!

**Matt:** [*laughs*]

**Anthony:** And you hear their boom echo through... I mean they slam it shut as they can because there's literally a line of handcuffed people around there. So they kind of shut and they just smash the person who's there, like that guy in *Dread*.

[*sound effect of door slamming and something splatting*]

**Matt:** [*laughing nervously*] Oh...

**Beth:** Oh God.

**Anthony:** So they slam inward and they smash whoever's there and so there's just a chain going through this door that's got bloody jelly all over it and stuff.

**Will:** Oh God!

**Anthony:** It's not great, it's not great, and a gust of wind—

[*whistling* *wind sound effect starts*]

**Anthony:** —blows backward from the doors. It's not like a normal wind, actually to Glenn it probably is because it smells a little bit like pot smoke and—

[*laughter*]

**Matt:** Darryl tries to hold his breath.

**Anthony:** And it’s basically is this shockwave—

[*clap and roll of thunder, wind slowly fades out*]

**Anthony:** —that goes through the entire room and it knocks over all the people in chains, and it knocks you down and when it hits the Avatars of Death, they just [*pffew* *mouth sound*] and turn to tatters and they are dissipated.

**Will:** Wait, what?

**Darryl:** Well that would have been helpful at first. Glenn, good move Glenn!

[*laughter*]

**Glenn:** It looks like my one two punch worked boys! Once again, the Glenn Close Plan goes out without a hitch. Add it to the pile my man!

**Anthony:** You hear a familiar voice say—

**Familiar Voice:** Well, I meanI wouldn't take all the credit for that. Or maybe any.

**Anthony:** And you turn and you see that at the judge's bench is no longer the old woman that you saw when you came in, some random stranger, but it is now Bill Close, Glenn's father. The dragons looks at him and goes—

**Raymond:** I don't understand, how did this guy jump the queue? It's supposed to automatically summon a judge for whoever's next in the queue and now we're just going for this guy?

**Anthony:** And Bill goes—

**Bill:** Uh, yeah. I guess so.

**Anthony:** The dragon goes—

**Raymond:** Okay. The trial of the people of Faerun versus Glenn Close begins. Order in the court.

[*laughter*]

**Anthony:** Your father raises his gavel and he brings it slamming down—

[*knock knock from the gavel*]

**Anthony:** And he says—

**Bill:** Court is in session.

[*outro music starts*]

**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, Courtney Thérond is our producer, Ashley Nicollette is our community manager.

**Freddie:** Early on in the life of this podcast we had a system of volunteers transcribing and correcting transcriptions through Google Docs and more recently we've begun standardizing our process, which means we no longer need the hard work of volunteers. So I want to take a quick moment and thank the folks who have put in their time and effort into getting this podcast transcribed and formatted. They are, in alphabetical order, Austin Baker, Blu Fangs, Caitlin McVicker, Cathy, CJ, Dorothy Manuel, Elijah Hangs, Gabby Hendricks, Graham Bickford, Jordan Eichmann, Kaleigh Todd, Kinetic, Megs, Melissa Mendez (aka Walter the monkey), Misha, OpticalDelusions, Rebekah Schoen, Rolph MOerland, Roxy Moonhaven, Ryan Flynn, Shawn Morell, Tenman and Zoe Sherman. There may have been more who have helped, so if I didn't read your name out loud I apologize, but to everybody who took time to help us with transcriptions, our deepest thanks.

**Freddie:** We're working through the backlog now, but transcriptions will be linked to from the episodes on our website dungeonsanddaddies.com. Thank you also to our Patreon supporters whose patronage allows us to continue to crank away at this podcast. Folks like Isaac Marin, Lev Goldiner, Mehmet, Austin Swartzendruber, Paige Miller, Megan Watts, Stacy Smith, Bubblegoddess, Cameron Jackson, William Hammet, Jeff Ghadban, Aidn White, Sarah Quinn, and Andrew DiAngelis.

**Freddie:** We do have a slew of Patreon bonuses coming at you in the next couple of weeks, including an early look at the Pokemon Go to the Polls election one shot, as well as the long awaited Walter and Paeden one shot where Anthony plays Walter and Paeden and we the players act as the DM. That turned out very funny, and that's going to be out very soon.

**Freddie:** Also check out the Patreon for an exclusive new Mountains of Dadness poster by Mandy Carr at the Touring Level and you can find it all and support the show directly at Patreon.com/dungeonsanddads. Follow us on Twitter dungeonsanddads, reddit.com/r/dungeonsanddaddies for the Sub Reddit. Thank you so much for listening. Next episode’s coming at you November 10th, so we will see you then.

[*outro finishes*]

**Freddie:** Real quick Anthony, do you want horsefax.biz? I could get that for you. You could be Anthony@horsefax.biz.

**Anthony:** I can't think of anything I would like less.

[*group laughter*]

**Anthony:** But you're more than welcome to do that.

[*fade out on Freddie laughing*]