Dungeons and Daddies

Dungeon Master: Anthony Burch

Glenn Close​: Freddie Wong

Darryl Wilson​: Matt Arnold

Henry Oak​: Will Campos

Ron Stampler​: Beth May

New Dad: Jimmy Wong

Juror: The Jury

Episode 48 - Carry On My Wayward Son

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

**Beth:** [doing an impression of Sarah Marshall from the podcast *You’re Wrong About*] I don't know why adventuring groups don't hire a second healer. I just feel like it would solve a lot of the arguments that we have been hearing.

[*You’re Wong About intro plays*]

**Anthony:** [doing an impression of Michael Hobbs from the podcast *You’re Wrong About*] Welcome to You're Wrong About, the podcast where the fantasies are real, but your memories are not.

**Beth:** Ooh, very prescient to today's topic. Hi, I'm Sarah Marshland and I'm writing a book about the owlbear scare.

**Anthony:** I'm Michael Hobbit. I work at the Huffington Post, which is a large wooden pole in the ground that keeps a dragon named Huffington tethered. So today is part three into our deep dive on the Glenn Close trial, but before we get to that I just wanted to point out—I was looking through some transcripts—and it turns out! That one of the big pieces of contention in the trial—whether or not Glenn was okay with his son smoking pot—is actually inaccurate. So to debunk it, if you actually go back to the very first episode, it's kind of clear that Nick doesn't actually know how to smoke pot? And Glenn is trying to stop him, which is the opposite of what is conveyed in the trial.

**Beth:** Oh… Well, Glenn didn't really dissuade the idea of Nick smoking pot, so it's kind of his own fault there.

**Anthony:** Why don't you tell me what you know about the jury selection process for this trial?

**Beth:** Okay. I know a lot about this actually, is that there were 13... I think that the deliberations themselves took two weeks. Very intense deliberating on this case.

**Anthony:** Right, yeah, and it was completely anonymous. Nobody knew who they were. So with all of that table setting out of the way, do you want to talk about the verdict?

**Beth:** Yes please.

[*intro music plays*]

**Freddie:** Welcome to Dungeons & Daddies; not a BDSM podcast, actually a thrilling courtroom drama D&D podcast about four dads from our world flung into the Forgotten Realms, and the quest to rescue their lost sons. My name is Freddie Wong and I play Glenn Close, the rock and roll bard dad, and today is the day Glenn Close learns his fate. This is not Glenn's—

**Beth:** [*scottish accent*] If ya had the chance to close your fate, would ya?

[*laughter*]

**Freddie:** This is not Glenn's first run-in with the court system. He was touring around outside of Modesto, one of the outdoor malls in Modesto. He met a guy who was like, "Hey, I like your Christmas music! And it's kind of funny, we look like each other!" And then Glenn was like, "Perfect." So this guy, who he nicknames The Sandman—

[*laughter*]

**Freddie:** So Glenn and The Sandman, here's how his scam with The Sandman works. Because Glenn and The Sandman bear a somewhat close resemblance, they both agree to be contacts for each other in case any one of them ever runs a red light and then they get a picture taken of them. Glenn goes into court and protests the charge and says, "I wasn't driving that van! That's my friend when I lent it to him! That's The Sandman driving!" And he shows the picture of The Sandman, and it's enough reasonable doubt that it's not him that he doesn't get the ticket.

**Will:** But doesn't The Sandman then have to get the ticket? They don't just forget—

**Freddie:** Nope.

**Beth:** No, you—

**Will:** They're not like, "Well if someone else broke the law, we'll forget about it," right?

**Beth:** No, literally— and you can do this—I have never done this, but I did this for somebody else because I told them about it, but basically—

**Freddie:** You were The Sandman!

**Beth:** I was The Sandman. If you get a ticket at a red light camera and you go online and you see the picture, at least in Arizona, you could literally just check off, "I am not the person driving," and you're out of it basically.

**Matt:** Yeah, they're not going to go investigate. They're not going to go find The Sandman for a $50 ticket.

**Beth:** I think there was even an option that like, "I do not know the person who is driving," or something like...

**Will:** This is how fucking square I am, that I was like, "No! The CSI crime lab would clearly be on your case about it!"

[*laughter*]

**Beth:** Enhance. Enhance.

**Will:** What about the polygraph? Wouldn't they do a facial scan or something like that, Freddie? Wow! Yeah.

**Matt:** All right. Well, hi everybody. Hi everybody. I'm Darryl Wilson. I'm a stay-at-home coach dad who—

**Will:** You're Darryl Wilson?

**Anthony:** You're not Darryl Wilson!

**Beth:** Danm...

**Matt:** Darryl... What did I say?

**Anthony:** Are you going method on us?

**Will:** Whoa!

**Matt:** What happened?

**Will:** Is Darryl joining the podcast?

**Matt:** Oh, did I say I'm Darryl Wilson?

**Anthony:** You did.

**Matt:** [*starting with Darryl tone*] Hey everybody, this is Darryl Wilson. Matt’s not here today, but you know me, I'm the fictional character who's a stay-at-home coach dad who became... [*just Matt*] Jesus Christ, let's start this over. Hey everybody, this is Matthew Arnold.

**Will:** He became Jesus Christ?

[*laughter*]

**Anthony:** Hey, it’s Christmas—

**Will:** This is our Christmas episode, after all.

**Matt:** Hey everybody, this is Matthew Arnold. I play Darryl Wilson. I'm a stay-at-home coach dad who becomes a barbarian—

**Will:** You're a stay-at-home coach dad?

**Matt:** Who became a barbarian when he enters the Forgotten Realms. So! Unfortunately I kind of got through my five senses. That was a good 10 weeks of easy easy dad facts.

**Will:** Yeah, that was a good grift.

**Matt:** I wanted to reward the audience for that bullshit of five senses by giving them a good dad fact that was also educational, and the fact is... that we do actually have two other senses! Vestibular and proprioceptive, which are our sixth and seventh senses, and I'm going to talk about whatever Darryl's favorite and least favorite versions of those senses.

**Freddie:** [*laughs*]

**Will:** All right! Game on!

**Matt:** So yeah, if there are other senses…

**Freddie:** Fuck off! Oh, no...

**Will:** I am so down to learn! This is like fucking 99% invisible over here! I'm on Radiolab!

**Matt:** This is some good shit! So the vestibular sense is the sense of—

**Beth:** Sex.

**Matt:** It's the sense of—

**Freddie:** [*laughs*]

**Matt:** Well, it would happen during sex. It's essentially your inner ear senses. It's how we feel acceleration, it's how we feel balance—

**Will:** [*thoughtful hum*]

**Anthony:** Vertigo.

**Matt:** So that is a sense.

**Freddie:** I guess it depends on what you're doing during sex.

**Beth:** [*sexy cat meow*]

**Matt:** Yes. So Darryl's favorite vestibular sense is the feeling that The Beast gives him when he accelerates, so he'll never feel that again.

**Will:** Oh…!

**Beth:** Nice.

**Matt:** The minivan gave him the precise feeling—

**Will:** Well never say never! Odyssey-san could still be out there!

**Freddie:** I just want to throw this out there, owning the analog of Odyssey-san. That is a zero to 60 in 14.2 seconds. It's such a slow acceleration.

[*laughter*]

**Matt:** It's the feeling of your son being safe in the backseat is what it is, so it's the best feeling for Darryl.

**Will:** Freddie, do you really fucking think that Darryl did not put a hemi in that bad boy? That this is probably hemi'd up, dude!

[*laughter*]

**Freddie:** I'll tell you the real feeling that Darryl probably reacts to is the feeling of knowing there are six cup holders within arm's reach of the driver's seat in the Honda Odyssey. That's a real feeling.

**Anthony:** And five of them are filled with liquified Charleston Chews.

**Matt:** Freddie, you just got the seventh sense, but I'll get there in a second. I can't believe you called this out.

[*laughter*]

**Matt:** So, his least favorite version of it is he just hates getting dizzy. He can't stand any sort of dizzy rides. The teacups at Disneyland are his least favorite, so that would be vestibular. He hates the feeling of vertigo.

**Freddie:** Dude, I bet you Darryl yarffed in a teacup once and ruined Disneyland.

**Matt:** He yarffs all the time.

**Freddie:** Whoa.

**Matt:** So the seventh sense, proprioceptive, is essentially you—

**Beth:** Sex.

**Matt:** Is sex, yes, it's also sex. Beth, I think most senses... You feel all seven senses when you're having sex.

**Beth:** I wouldn't know. We have been in quarantine for years now.

[*group laughter*]

**Beth:** Please somebody vestibular me. [*laughter*] I'm done. Okay, go ahead.

**Matt:** Proprioceptive is essentially how you know where you are in 3D space. If you close your eyes, you can know where your hand is> It's the feeling of your muscles. Your muscles, you know where your muscles are bent because of senses in your muscles, so Darryl's favorite proprioceptive is every time he grabs his Big Gulp from the center console without looking. It's like that perfect feeling.

**Freddie:** [*background laughing*]

**Will:** Pure instinct.

**Matt:** It's the pure instinct, the muscle memory of knowing every aspect of his car.

**Will:** It's like he and the car have become one! He can feel the curves of the car. The muscles of the car and his muscles are united in a symphony!

**Matt:** And his least favorite is he can't type without looking—

**Will:** Sex.

**Matt:** Because he has big sausage fingers...

**Will:** [*joins Freddie background laughing*]

**Matt:** So it's not really a proprioceptive thing, but he can't type without looking and he blames it on his muscle memory, but it's just because he's got too-big fingers.

**Beth:** Damn.

**Matt:** Got big sausage boy fingers.

**Will:** What about those little bumps on the F and J key? Doesn't he hone himself on those?

**Matt:** No, he just hates—he's got to look. He's one of those digit typers, one finger at a time.

**Anthony:** His fingers have an area of effect damage.

[*laughter*]

**Will:** Dang. How is Darryl's texting game? That must be brutal on a phone.

**Matt:** He doesn't text! He calls! He calls his son.

**Freddie:** Yeah, he calls. He's a man who wants to call someone instead, Will.

**Anthony:** God. Yeah.

**Will:** Darryl don't text.

**Matt:** There are no texts from Darryl on either Carol's or Grant's phone. It's always a text and an instant call back.

**Freddie:** But a lot of voicemail. A lot of unlistened to voicemails.

**Matt:** It's a lot of, "Hey son, give me a call."

**Anthony:** Every single time Grant answers the phone, he's like—

**Grant:** Is it an emergency?

**Darryl:** No, I just wanted to talk! You asked me how I was doing.

**Grant:** Oh my god, my heart skipped a beat.

**Will:** Hey everyone, I'm Will Campos. I play the fictional character Henry Oak on the podcast Dungeons & Daddies. Henry is a Birkenstock-rocking, crunchy-munchy, hippie nature druid granola dad, and my dad fact about Henry this week is that Henry still has every T-shirt he’s ever owned. He’s never thrown a T-shirt out.

**Freddie:** [*half-laughing*] Wha— haha?

**Beth:** Damn.

**Will:** Because in the Forgotten Realms, like in Oakvale, it was a big deal, your clothes. Right? You bonded with them and it was part of who you were. So the idea of throwing your clothes out is like anathema to him. It was very traumatizing when he came to our world and he was wandering in the forest naked for a couple of days. Like when he got his clothes in our world, it was a big deal.

**Will:** So the first T-shirt he ever got, which he still has, is one that— Mercedes Oak-Garcia's brother Ricky sells T-shirts. He's like an online vendor, and he has a T-shirt—

**Matt:** You're dropping a character as important as Ricky just out of nowhere in the middle of a dad fact? This is some serious— We have got to update the Wikipedia right now. All right, my mind is blown. We have got Ricky—

**Will:** Ricky Garcia. So Ricky sells T-shirts online, and he has a T-shirt that says "Vegans give a cluck," because it's supposed to be like vegans don't eat animals so that...

**Beth:** Yeah, I get it.

[*laughter*]

**Will:** But the shirt didn't make sense, so he didn't sell a lot of them. So... that was his first shirt, it said, "Vegans give a cluck," and once he learned what a vegan was, he was like, "Oh, that's what I am! I give a cluck!" So that's his shirt. It's his favorite shirt.

**Freddie:** He became vegan off of a random T-shirt he got?

**Matt:** A shirt?

**Will:** No, no, no! He was— No, he—!

[*laughter*]

**Freddie:** He's so gullible.

**Will:** That's how good this T-shirt was. He was like, "Sold!"

**Freddie:** God, it could have been any shirt!

**Will:** He already didn't eat animals, but this spoke to him. He's like, "This shirt is how I will choose to express myself to the world."

**Matt:** It spoke? It actually talked to him?

**Will:** Hey!

**Matt:** [*laughing*] This is what it feels like when Will is interrupting Matt while he's doing his dad fact.

**Will:** It's not funny when you do it, Matthew! It's funny when I do it to you!

**Freddie:** Will, I have a question, I have a question.

**Will:** Yes, go ahead.

**Freddie:** When someone, like, sees Henry wearing this shirt and they're like, "I don't— Sorry, can you explain your shirt? I don't understand what that means." How does Henry explain it?

**Will:** Well, he says that, “It's supposed to be like that vegans care and it's a—” He just is very literal and obvious about it, because he's like, "It's a fun play on a naughty word, but a cluck is a sound a chicken makes, and vegans care about chickens, so vegans give a cluck!"

**Beth:** Hi. My name is Beth May, and I play Ron Stampler, emotionally detached stepfather and rogue. Fun fact about Ron this week… I dunno, did— Any of you, growing up, did any of your parents have laws that weren't actual laws, but they told you that were laws because they didn't want you to do things? [*nervous laugh*] My mom told me that it was illegal in California to stand in front of the microwave.

**Freddie:** What?

[*laughter*]

**Beth:** And in hindsight, I'm like, "Well probably wasn't."

[*laughter*]

**Matt:** You'll go to hell if you masturbate? Does that count?

**Beth:** And I think my mom also had one like you can't have any screens in the car...?

**Freddie:** Oh...

**Beth:** Because I was asking for a portable DVD player or something.

**Freddie:** My parents said that the lights has to be off because the cops will pull you over if your interior lights are on.

**Beth:** Oh yeah. That's actually, I think that's probably true though. Maybe. No?

**Freddie:** No, it's not.

[*laughter*]

**Will:** No, but if you get your friend Sandman to say that he turned the lights on, then you can get out of it.

**Freddie:** Exactly.

**Anthony:** "Sandman, hit the lights!"

**Beth:** So, wrapping this into my dad fact, is I think that Ron has his own series of, in context, pretty sad laws that he doesn't know aren't actually laws.

**Freddie:** [*laughter*] Oh, no...

**Beth:** Like it's illegal to look in your dad's briefcase; it's illegal to ask your dad where he's going.

[*pitying and distressed sounds with some laughs*]

**Freddie:** Oh my god! Aw! No! This is so sad!

**Will:** Oh my god!

**Beth:** I know. And maybe it's too dark, but that's just what I was thinking of.

**Anthony:** When I was really young, my mom tried to convince me that you literally can't have sex until you're married.

[*group laughter*]

**Matt:** It's impossible. "You don't want to embarrass yourself, honey!"

**Beth:** Wait, is that not true?

**Anthony:** She said, "It just doesn't happen!"

**Beth:** Is that not true?

**Anthony:** No. [*laughs*]

**Will:** You know, when I was a young boy, my father took me into the city to see a marching band.

**Anthony:** Haha,oh boy.

**Beth:** Okay.

**Will:** He said, "someday, when you grow up, you will be the savior of— " I don't remember the rest of it.

[*laughter*]

**Will:** All the cool people who listen to this podcast got that joke! All right, let's move on.

**Beth:** Welcome to the dad parade, ladies and gentlemen.

[*laughter*]

**Anthony:** Hi. I'm Anthony Burch. I'm a nonfictional character on Dungeons & Daddies. So Glenn is on trial for some crimes that he did, and I feel like it's a little bit hypocritical of me to put—

**Matt:** Whoa, whoa, whoa! Some crimes he was alleged to do, Anthony. Sorry, I'm going to interrupt you, but be careful.

**Freddie:** Well, it was probably not wrong, because we might be guilty until proven innocent here.

**Anthony:** Yeah. So Glenn’s on trial for some crimes he may or may not have committed, and I feel like there is—

**Will:** Freddie it’s not on trial on Twitter! Sorry.

**Freddie:** [*laughs*]

**Anthony:** And I felt like it was a little bit unfair to do that without... Who am I to stand in judgment of Glenn? So I wanted to make a confession, which is that when I was, I believe 15 or 16 in the year 2004 or 2005, my favorite television show was... *Entourage*.

[*gasps*]

**Beth:** Uh-oh.

**Anthony:** And I'm sorry—

**Will:** *Oh yeah...?*

**Matt:** Anthony ...

**Freddie:** Oh, wow!

**Anthony:** And eventually I grew up and I was like, "Oh, this is just porn for douchebags. This is porn for awful people. This isn't anything."

**Freddie:** [*laughing*] Porn for douchebags!

**Anthony:** But it just reminded me, because Matt had mentioned he hated every character on that show and wanted them to immediately go to hell.

**Matt: Y’k**now what? I'll be honest. No, I'm not going to let you stand out there for no reason. I definitely, in college, I watched some of *Entourage*, and I would say... You know what? I think everybody like *Entourage*, the first season or two, and then over time we were like, "You know what? This isn't good." Because it was an incredibly popular show, and I got out of it probably about season two or season three, and now it's unwatchable, but—

**Anthony:** Same.

**Will:** Every man starts to hate *Entourage* the moment he realizes he won't be as successful as the people in *Entourage*.

[*laughter*]

**Matt:** Yeah.

**Anthony:** Yeah, it's just resentment.

**Will:** "This show sucks! It's for toxic dude-bros!" No, it does suck though. Dang, that was brave though Anthony.

**Beth:** Yeah.

**Will:** Thank you for sharing.

**Anthony:** Yeah, no, I'm very selfless.

[*intro music plays*]

**Anthony:** To summarize briefly, the last two episodes have seen the trial of Glenn Close, which takes place in Meth Bay, the judge— honorable judge Bill Close presiding. At the end of the last episode, everybody had finished their closing arguments and it was up to the jury to decide. And the jury was, in real life, made up of 13 jurors from our official Discord. They were all given email invitations to a private Discord, were asked to anonymize their names so all they went by was "juror" and their number, and for the last two weeks they have been debating the individual arguments put forth by the prosecution and the defense, as well as the two overall charges—Glenn is a bad person, and Glenn is a bad dad—and they came together and made some votes on the individual arguments.

**Anthony:** After the previous episode, you all went back to the Meth Bay Supermax, you tried to sleep, and—

**Glenn:** Hey, uhm, Paeden... can I just quick, I just have a question for you, right?

**Paeden:** Yeah, yeah. Yeah, yeah.

**Darryl:** Hey Glenn, what are you going to say to Paeden?

**Glenn:** Oh, right, right. Sorry Darryl. Yeah, you know what? You can come in on this one, too.

**Darryl:** Okay. Okay.

**Paeden:** Yeah. Team huddle.

**Glenn:** I was just... I was just trying to get like—

**Henry:** Hey, what's up, guys? You guys all having a team huddle? Am I missing something?

[*laughter*]

**Paeden:** Come on in, man.

**Glenn:** Yeah, come on in.

**Henry:** Cool, cool, cool.

**Glenn:** Ron, you too. You might as well get over here.

**Paeden:** Dad huddle!

**Ron:** Guys, I'm in the bathroom. You can't talk to me while I'm in the bathroom.

[*laughter*]

**Darryl:** Wait... Ron there’s no...

**Henry:** Ron, there's no door! We can see you! Just... You know, it's fine, we're—

**Ron:** I know! I just need a couple more minutes.

**Paeden:** You've been down there all night.

**Matt:** Can I roll perception? I want to see where Ron is going to the bathroom in the cell that has no bathroom.

**Beth:** It definitely has a bathroom.

**Anthony:** I mean, it probably has a toilet.

**Will:** It’s got a little hole in the...

**Freddie:** It's got a toilet, but Ron is side-saddling it like a Victorian—

**Anthony:** [*laughing*] With his legs crossed!

**Matt:** Oh yeah. Yeah, I definitely knew there was a bathroom.

[*laughter*]

**Anthony:** Oh no! Where have you been going?

**Will**: Oh no! Poor Darryl!

**Henry:** Darryl, there's a bathroom!

**Darryl:** No, I know there is a bathroom! I was making a joke about Ron not knowing where the bathroom is! I know there's a bathroom.

**Henry:** Oh...

**Paeden:** Oh, baby boy. Oh, baby boy. Did you do a boom-boom in the corner? Oh no. Am I going to have to clean you up?

**Darryl:** No, definitely not. Paeden, I think Glenn wanted to talk to you.

**Paeden:** Yeah, no, I know. He's talking to all of us now.

**Glenn:** Yeah, I guess so. And Ron, you can listen in and throw in your two cents from the can over there.

**Ron:** I want privacy!

[*group laughter*]

**Glenn:** Join in, I guess, when you're good and ready. Um... I just had a question for you guys. Nick said... He said that he liked *Minions*.

**Henry:** Oh...! Well...

**Glenn:** He's never told me that. Has your kids ever hid something from you guys? And Paeden, I wanted to ask you, like, you wouldn't hide something from your best friend, right? I'm just trying to wrap my head around it all, that's all. I just, I can't... I don't know what to make of it.

**Paeden:** Oh, I hide things from people all the time.

**Henry:** Really, Paeden?

**Paeden:** Oh yeah! In the Orphan Fighting League, some of the things that I had to do... I don't like to think about them and I wouldn't want you to think differently about me if I have to tell you about them.

**Glenn:** Well, but Nick likes *Minions* and I kind of do think differently about him, especially the fact that he didn't tell me!

**Paeden:** Maybe that's why he didn't tell you.

**Glenn:** Ah.

**Darryl:** After that entire trial, tonight... you are going to ask the one child of this group about your son liking *Minions*? That's...

**Glenn:** Well, he's the one real dad in this group, I guess.

**Henry:** What is that—? Excuse me, sir! We're all dads over here!

**Anthony**: From the next cell over, you hear the bird girl go like—

**Danny:** Hey, yeah, you're all dads! What are you shouting at each other about that for? You've got to be united!

**Glenn:** No, no, I don't mean to shit on your guys' dad skills, it's just that Paeden has already gone through the whole thing once, and I don't know, maybe he's tapped into previous life dad energy or something, you know? I don't know.

**Henry:** Glenn, not to be a backseat therapist over here, but maybe the reason you like confiding in Paeden is because Paeden is a child and he’s, you know, he's going to give you an answers that's not really going to challenge your world view all that much.

**Glenn:** Paeden tried to slice my Achilles tendon, so I kind of know that he'll give it to my straight.

**Paeden:** Succeeded! That ‘tried’ nonsense. I succeeded.

**Henry:** Well, Glenn, unfortunately I can't relate much to your issue because Lark and Sparrow are usually pretty proud of the stuff that they do that bothers me, so

[*laughter*]

**Henry:** Sometimes your kids are going to— They're different people! And they're beautiful that way. If Nick was the exact same as you, that would be boring, you know? He's special. Do you wish Nick was just a clone of you? That's not—

**Glenn:** No. No, no, I'm not saying that, it's just that like... I feel like we're bros, we can talk about anything! So for him to, like, secret—

**Ron:** Hey, Glenn?

**Glenn:** Oh, yeah? What's up, Ron? You done over there? You going to flush, or...?

**Darryl:** Are you going to flush, Ron?

**Ron:** Well, how do I put this? Let me think... I don't know how to ask this, but do you have any toilet paper?

[*laughter*]

**Glenn:** No. No, I don't. Does there— are you out? Are you out?

**Ron:** Go on then. Yeah. No, I'm good.

[*laughter*]

**Freddie:** Ron's going to be like, “I'm just going to let this dry out and then we'll be good.”

**Matt:** Oh no.

**Beth:** Oh, gosh.

[*gag noises*]

**Will:** Oh!

**Anthony:** It's the only option! What are you going to do? What are you going to do?

**Freddie:** What are you gonna do?

**Henry:** Hold on, Ron. Let me think hard on what kind of spells I have. Maybe I can help you clean up.

**Darryl:** We're not going to be in this prison anymore. You could probably just use the sheet.

**Matt:** And I just pull off the sheet and I just throw it to Ron.

**Anthony:** That's optimistic.

**Ron:** Listen, I feel like Glenn was trying to say something important, so maybe handle that and then I'll see where I'm at.

[*laughter*]

**Darryl:** All right, but I did throw you a bed sheet though.

**Ron:** Thanks.

**Darryl:** You're welcome. So Glenn, you're not upset that he likes *Minions*, you're upset that he didn't tell you he liked *Minions*.

**Glenn:** I guess so, yeah.

**Darryl:** How does that make you feel?

**Matt:** And then Darryl looks at Henry, like nodding, like, “Hey, am I doing good?”

**Will:** Henry gives Darryl like a real thumbs up like—

**Anthony:** I'm doing it! I'm doing it!

[*laughter*]

**Will:** Henry thinks that Darryl and Henry are being so fucking subtle about how they're getting Glenn's feelings right. It's like—

**Henry:** Nice!

**Glenn:** What are you doing the ‘OK’ and the thumbs up for between you guys? What are you guys being all cool about? I don't understand.

**Darryl:** We're just really excited about... Ron getting his toilet paper.

**Glenn:** Oh, okay. Weird. I mean... [*chuckles*] all right.

**Freddie:** Real quick, just so that my mental picture is right. Is there just one bed in the cell and we have all been sharing it, so we just give him the sheets for the—

**Anthony:** Yes.

**Freddie:** [*laughs*] It's like one super large bed that we have all just been—

**Will:** Yeah, so we're like the grandparents in the Willy Wonka movie.

**Freddie:** Yes!

**Beth:** God.

[*laughter*]

**Freddie:** Okay, good. Just making sure.

**Glenn:** I don't know, it's just weird to me that he never brought it up before. I guess it makes me feel uh... I guess it makes me feel like he doesn't trust me! Or, I don't know, I guess something like that.

**Henry:** Well, I mean... I—

**Glenn:** Hey, give it to me straight, all you guys. Answer at the same time. Paeden, all the dads, just at the same time. What do you think the verdict tomorrow is going to be? On the first count, am I a good person, three, two, one, go.

**Darryl:** Guilty.

**Paeden:** Cool guy.

**Henry:** Are you asking if I think you're a good person—

[*laughter*]

**Henry:** —or if they're going to think you're a good person?

**Anthony:** The next morning.

[*group laughter*]

**Freddie:** Nice! Yes! Perfect, perfect, perfect, perfect.

**Anthony:** So the next morning, you're all dragged back into the court house, and at the judge's dais, instead of Bill Close, you see a gelatinous green cube sitting in the chair. The cube, upon all of you lining up, begins to react. It begins to shiver, and then it stretches itself vertically up to the height of a man at sitting position. And slowly, within the cube, you see a little light from a stone at the center of it begin to glow bright, and then an image projects outward from the light onto the sheen surface of the cube, like projector.

**Freddie:** Oh! This is just like how they do Midway Mania!

**Anthony:** [*laughs*] Yes, it is exactly how they do Midway Mania. Before you can see the image, you hear a voice that is familiar to all of you, unfortunately to Ron most of all. You hear the voice of Willy Stampler going—

[*gasps*]

**Willy:** All right. Time to get judged. Ooh, this is the fun part!

**Freddie:** I whisper—

**Glenn:** I was hoping it was going to be Buzz Lightyear.

[*laughter*]

**Anthony:** So Willy Stampler, the image of him appears on this gelatinous cube, and he goes—

**Willy:** You ready to hear the verdict? It's going to be fun!

**Darryl:** Hi. Darryl Wilson, you know me, sir.

**Willy:** I do.

**Darryl:** Can I ask a quick question? I'm one of the lawyers, third chair, not the most important, but I just have a quick question for my client.

**Henry:** Darryl, it's Willy, he's a mean guy. You don't have to be so nice to him.

**Darryl:** I know, but I did poorly last time with getting all mad at the judge, so I'm just trying to play it cool.

**Willy:** You know, I like you when you're scared. I didn't think I would ever like you, but I'm liking this version of you.

**Darryl:** I just want to know so that we can prepare for all the things that will happen after. If he's found innocent, I can kind of assume what happens. If he's found guilty, what is the process? What is going to happen next?

**Willy:** I'm actually so glad you asked. I was about to explain that, but—I'm liking this new Darryl!

**Darryl:** Oh good, I just...

**Matt:** And then I lean in and it's like—

**Darryl:** [*laughter*] Guys, I just want—

**Willy:** Shut up!

**Darryl:** Oh!

**Willy:** I'm talking.

**Freddie:** [*nervous laughter*]

**Willy:** So what's going to happen if you're found innocent, you get to leave. Sure, no problem. Whatever. If you're found guilty, then you get a choice of two possible punishments. I could describe those now, or I could describe those later. What would you prefer?

**Henry:** Guys, what do you want to do? You want to hear them now?

**Darryl:** I think now. I'm just trying to get as much information as possible, because there's a—

**Henry:** Yeah! Go ahead and tell! We don't give a shit! We're not going to sit still for your punishments, you big old jerk!

**Willy:** You really think you can get out of this? This is— *Mwah! Mwah!* Chef kiss!

**Henry:** [*uncomfortable hum*]

**Willy:** So the two possible punishments are: one, death, obviously. And the second is life in prison and you lose Nick as your son, he's no longer your son anymore.

**Glenn:** Whoa!

**Darryl:** That's not possible, sir. That's not even a thing.

**Henry:** Well that, but that's not... Yeah, right! I mean, how is that a thing?

**Ron:** Is he a stepson?

**Willy:** Oh! Bill never explained? Oh! Oh, this is so— Happy birthday to me! That gavel that Bill’s been using? That is infused with the chaotic primordial force of law itself. So when he could slam it down and summon people, that's not because he knew a spell to do that, it's just because the gavel had the power to do that. So when it comes time to punish, it has the power to just immediately make that punishment happen. So in the case of you losing custody of your son, I'll just slam this gavel—or I guess I'll make Bill slam the gavel—and immediately your son will forget that he was ever your son, and a new father for him will appear right next to him, and your son will love him, and he won't know who the fuck you are! If you choose death, we're going to have a nice public execution. My friend Radio Lab here is going to take you out into the front and he's going to burn you alive.

**Anthony:** The big gold dragon, the bailiff, his name is Raymond Dio Labot.

**Beth:** Oh my god.

**Anthony:** There was a long-running joke that I thought was going to get paid off here when he was going to run a meth lab, and it would be like, "This is my Ray Dio Lab," but it didn't work out that way. But just so you know, his name was—

**Freddie:** Holy shit! This has been sitting there the whole time?

[*laughter*]

**Anthony:** His name was always supposed to be Radio Lab.

**Freddie:** The whole time?

**Anthony:** The whole time! You can go back to the very first time I introduced him. I said his name is Raymond Dio Labot, Radio Lab for short.

**Ron:** Okay, just wondering, just sort of a question, uh... Where is the gavel?

[*laughter*]

**Henry:** Good one, Ron.

**Will:** Henry gives Ron the same—

**Willy:** I don't know how many times... [*shouts*]Shut up!

[*all background laughs and talking stop*]

**Willy:** I don't know how many times I have to tell you. Where is the gavel...?

**Ron:** [*quietly*] Sir.

**Henry:** Don't say it, Ron. Don't say it. Don't.

**Willy:** Thank you.

**Ron:** I already... Okay. I can't— well, I mean—

**Willy:** The gavel is with Bill. I didn't think that he necessarily had the cojones to make the judgment if it came down to it if he was around for this part, so he's cooling his heels right now. Do you want to hear what the verdicts are?

**Henry:** I don't know, are you going to shout at us again?

**Willy:** *Pfft*. If you interrupt me, yeah.

**Henry:** Well, I don't appreciate being shouted at, sir!

**Ron:** [*whispers*] Henry, that was so cool!

[*group laughter*]

**Henry:** Listen, buddy! I want to say one thing, Darryl—

**Willy:** Bleh, bleh, bleh, bleh, bleh...

**Henry:** Yeah, yeah, just go ahead, and this is your whole thing because you're a big old jerk, but I just want you to know that we're not scared of you. And even if you wind up doing a bunch of shitty stuff to us, I'm still not scared of you, we're still not scared of you, and you're a big jerk and that's all I want to say. The prosecution rests. That's all I've got. But yeah, let's go ahead and do this!

**Darryl:** Yeah! No matter what happens, Glenn is getting his son back. If he's innocent, I have a question for you. Do you want us to kill you? Or do you want us to let— Or are you gonna let us— Or are you going to apologize to Ron before we kill you? Those are the only two questions I have.

**Willy:** [*mockingly*] *Wh, buh, wh, d’wh—*Do you want to try that again? Do you wanna try that again...?

**Freddie:** Oh my god.

**Darryl:** I'm still going to kill you. When this is all over. Yeah.

**Willy:** Okay. I'm very excited to watch you try.

**Glenn:** Darryl, give him the speech from *Taken*!

**Will:** [*quiet laughter*]

**Darryl:** I don't...

**Glenn:** Hit him with the speech! The skill speech!

**Ron:** Guys? I think that maybe we should just cool our jets, so to speak, and then just we'll all decide it after the verdict has been... ver'd.

**Willy:** For once, Ron is the voice of reason.

**Matt:** Darryl just leans over to Glenn really quick and he says—

**Darryl:** Hey Glenn, I know you were asking last night. I just wanted to let you know that I think you have tried really hard since we have gotten here to be a good dad, and whatever happens, we're here for you until the end. And we will get Nick back, we will get you back. We're not giving up on you, so...

**Matt:** And I put my hand on your shoulder and I say—

**Darryl:** We got this.

**Glenn:** Uh-huh.

**Freddie:** And I'm nodding my head, and while I'm nodding my head, I'm finger cutting to Paeden to message, “If shit goes bad, cause a scene.”

[*laughter*]

**Paeden:** Everywhere I go I cause a scene.

**Anthony:** He says aloud.

[*more laughter*]

**Beth:** Ron looks at Willy, and then looks back to Glenn and whispers—

**Ron:** If the verdict depends on sort of comparison, like are you a bad dad compared to some other dads, I think that you're going to be innocent for sure.

**Glenn:** I don't think it is, Ron.

[*laughter*]

**Ron:** Okay. That's bad news, but I'm... Shit, buddy. Oh shit. Okay.

[*laughter*]

**Willy:** So, are you ready for me to call the jury in?

**Henry:** Let's do it!

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

**Freddie:** Glenn kicks his heels up and is cool as a cucumber. Except he's sweating a little bit.

**Willy:** Jurors!

**Anthony:** And the door swings open, and 13 extremely attractive—

**Beth:** [*laughs*]

**Freddie:** Nice.

**Anthony:** Extremely cool—

**Freddie:** Cool. Keep going, keep going, keep going.

**Anthony:** Just very generous with their time and the amount of investment that they put into this completely voluntary jury process that's not real and means nothing.

**Beth:** So funny, so smart.

**Anthony:** So the jury comes out. The gelatinous cube of Willy reaches under the dais and pulls out a bunch of dice and says—

**Willy:** Just to remind you, the way that this works is that each of the arguments that you all put forth, they have a different dice value assigned to them, and I'm going to roll the ones for prosecution and for defense, and then we add all the points together for all the arguments that you had that were declared valid, and those are your score for the trial. Whichever team, defense or prosecution, has the highest one wins. If an argument is declared invalid, it's not counted and its dice doesn't matter.

**Freddie:** [*comprehension sound*]

**Anthony:** So now I want you all to find the file that I just sent you.

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

**Anthony:** It’s called “verdict.”

**Will:** Oh my god, I'm so fucking nervous.

**Anthony:** So one by one, the jurors, each of whom is holding a piece of paper with a particular charge and a particular verdict for that charge on it, one by one they stand up and they clear their throats to read aloud the charges levied against Glenn Close, and their verdict.

**Juror:** In the trial of the People of Faerûn versus Glenn Close, we the jury find the argument “Glenn Close committed second degree murder—”

**Anthony**: d12...

**Juror:** Invalid.

**Henry:** Yes!

**Glenn (and others):** Nice, nice, nice, nice, nice, nice, nice, nice, nice!

**Juror:** We the jury find the argument “Glenn was acting for the greater good when he fought the library—”

**Anthony:** d6...

**Juror:** Valid.

**Glenn:** Yes! Yes!

**Henry:** Woo!

**Juror:** We the jury find the argument “Glenn hurt a Redbrand when helping steal the Battleaxe of Hatred—”

**Freddie:** [*laughs*]

**Anthony:** d6...

**Juror:** Invalid.

**Glenn:** Oh!

**Henry:** Ooh!

**Ron:** Oh man.

**Darryl:** That's good.

**Juror:** We the jury find the argument “Glenn lets his son smoke pot—”

**Anthony:** d10—

**Juror:** Valid.

[*laughter*]

**Glenn:** Yeah, that's valid. Yeah.

**Darryl:** Yeah, we could have seen that one coming.

**Juror:** We the jury find the argument “Glenn allowed his son to steal the Honda Odyssey—”

**Anthony:** d6—

**Juror:** Valid.

[*laughter*]

**Juror:** We the jury find find the argument—

**Beth:** Who's this ASMR jury?

**Freddie:** This is a very sultry voice.

[*shushing sounds*]

**Juror: “**Glenn compliments others, which is evidence of a good person—”

[*laughter*]

**Anthony:** d4...

**Juror:** Invalid.

[*group laughter*]

**Glenn:** What?

**Ron:** No!

**Henry:** Damn! That was the foundation of our case!

**Juror:** We the jury find the argument “Glenn reads Highlights, which is evidence of a good person—”

[*laughter*]

**Anthony:** d1...

**Juror:** Invalid.

**Darryl:** What? These are not parents.

**Juror:** We the jury find the argument “Glenn engages in gift exchanges with his son—”

**Anthony:** d4...

**Juror:** Valid.

**Henry:** Ooh!

**Darryl:** That's valid, but not reading good parenting books? Are you kidding me?

**Juror:** We the jury find the argument “Glenn gave Nick a knife—”

**Anthony:** d2...

**Juror:** Invalid.

**Glenn:** Nice!

**Henry:** Okay!

**Juror:** We the jury find the argument “Glenn loves Nick and would die for him—”

**Anthony:** d12…!

**Juror:** Valid.

**Darryl:** Okay, okay.

**Beth:** Oh man!

**Henry:** Okay, alright, good, good, good.

**Juror:** We the jury find the argument “Glenn bets on child fights—”

**Anthony:** d12...

**Juror:** Valid.

**Freddie:** Glenn goes like—

**Glenn:** Hell yeah I do! And I'll do it again!

**Darryl:** Glenn! Sh!

**Juror:** We the jury find the argument “close means family—”

**Freddie:** [*laughs*]

**Anthony:** d1.

**Juror:** Invalid.

**Henry:** Damn!

**Beth:** Damn it!

**Henry:** Sorry, Ron.

**Darryl:** Sorry, Ron. It was a good one.

**Juror:** We the jury find the argument “Glenn asked Nick to buy him a $500 drone—”

[*laughter*]

**Anthony:** d4...

**Juror:** Invalid.

**Henry:** Invalid! Is that for us or them? I can't tell—

**Darryl:** It's good for us.

**Juror:** We the jury find the argument “Glenn is a cool guy—”

**Anthony:** d8...

**Juror:** Invalid.

[*group groaning*]

**Glenn:** Invalid? Throw this case out!

**Juror:** We the jury find the argument “Glenn went to Disneyland without Nick—”

**Anthony:** d8...

**Juror:** Invalid.

[*gasps*]

**Darryl:** Good, because it was on a work day!

**Glenn:** On a work day!

**Juror:** We the jury find the argument “Glenn is trying to be good enough for two parents, despite never having had two parents himself—”

**Anthony:** d10...

**Darryl:** You got this one.

**Juror:** Valid.

[*sighs of relief*]

**Beth:** Nice!

**Henry:** Good, good, good!Good one, Ron!

**Juror:** We the jury find the argument “Glenn behaves like a friend, not a dad—”

[*nervous inhales*]

**Anthony:** d10...

**Juror:** Valid.

[*sad exhales*]

**Juror:** We the jury find the argument “Nick loves his dad—”

**Anthony:** d12...

**Juror:** Valid!

**Darryl:** Good one.

**Henry:** Thanks, audiobook narrator guy!

**Juror:** We the jury find the argument “Nick can't open up emotionally with his dad—”

**Anthony:** d12...

**Juror:** Valid.

**Juror:** We the jury find the argument “Glenn and Nick's love transcends theme parks—”

**Anthony:** d4...

**Juror:** Valid.

[*relief sounds*]

**Darryl:** There we go. We got this!

**Juror:** We the jury find the argument “Glenn has a secret finger language with his son—”

**Anthony:** d2...

**Henry:** I don't know about this.

**Juror:** Valid.

**Henry:** Valid? Really? Okay.

**Glenn:** There's nothing wrong with that.

**Juror:** On the charge of Bad Person, we the jury find the defendant—

**Anthony**: d20...

**Juror:** Not guilty.

[*gasps*]

**Henry:** That's good! That's good!

**Juror:** On the charge of Bad Dad—

**Anthony:** d20...

**Juror:** We the jury find the defendant... guilty.

[*pained sounds*]

**Freddie:** [*nervous laughter*]

**Beth:** Oh, fudge!

[*ad break*]

**Anthony:** So that is all of the charges.

**Beth:** Why do they all have so much better voices than we do?

[*laughter*]

**Beth:** Kick us off the fucking podcast.

**Freddie:** Anthony, we can't play this! All of these jurors have beautiful voices I would listen to for fucking hours.

**Beth:** Beautiful, sexy ASMR voices.

**Anthony:** Yeah. Pretty embarrassing. Pretty embarrassing for us. At some point, we have to catalog all of the discussion that they had in the Discord, because it was like... Literally, by the end of the first day, there were people throwing around the fucking Trolley problem. It was awesome. They were talking about human morality, they were talking about parenthood. It was juicy, juicy stuff.

**Freddie:** Oh, that's so cool!

**Beth:** You can tell just by their voices that they were like... serious.

**Anthony:** Yeah, they did not fuck around.

**Beth:** There were so many UK people, and I feel so bad for every accent that I've ever done on the show.

**Will:** [*laughs*]

**Beth:** And they were really good.

**Freddie:** So what does that mean?

**Anthony:** What that means is now it's time to roll the dice for each valid argument. The valid arguments and their dice rolls, the sum total for the defense is a d6, a d4, a d12, a d10, a d12, a d4, a d2, and a d20 for a maximum possible score of 70.

**Will:** Okay.

**Anthony:** And Willy is going to roll those dice in front of you, and you get… [*dice rolls*] a 29.

[*horrible gasps*]

**Beth:** Holy... No. No!

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

**Beth:** No! That is so bad! Oh my god!

**Freddie:** [*laughing*] Oh no!

**Anthony:** You got a 3 on your d20 roll.

**Beth:** Fudge!

[*groans*]

**Anthony:** You didn't get a single dice roll over 9, unfortunately. Actually, over 7.

**Will:** Oh my god!

**Beth:** Shit!

**Anthony:** Okay, so the prosecution gets a d10, a d6, a d10, a d12, and a d20 for a maximum possible score of 58.

**Glenn:** This is like a wash. This is basically a wash right now.

[*panicked shushing*]

**Darryl:** Shut up! Glenn!

**Anthony:** To remind you, the defense, you rolled a 29. The prosecution rolls—

**Freddie:** I'm a betting man. Hit me.

**Anthony:** [*dice rolls*] A 32.

[*gasps*]

**Beth:** Fudge!

**Freddie:** No!

**Will:** Are you kidding me— Oh my god!

**Beth:** Damn it!

**Anthony:** So Willy, the most shit-eating grin—

**Beth:** Uugh!

**Anthony:** —appears off his face, and he goes—

**Willy:** Bill, come in here! Bill!

**Anthony:** The door opens and Bill, who is freezing and cold and walking in—

**Matt:** I want to see if he's holding the gavel.

**Beth:** Yeah, yeah.

**Matt:** The moment he comes in, I'm already looking.

**Beth:** Does he have it?

**Anthony:** He does.

**Beth:** Okay.

**Anthony:** He has got the gavel in his hand.

**Freddie:** And I go—

**Glenn:** Now, Paeden!

**Anthony:** Paeden goes—

**Paeden:** Uh, uh, fuck you all, fuck you all, fuck you all!

**Anthony:** He takes a couple of knives and he just starts slicing at the air randomly.

**Darryl:** Henry, vines!

**Henry:** Okay? Are we— We're just going?

**Matt:** You can do what you want, I'm just saying Darryl is saying vines. Do we have all of our weapons and stuff, or no?

**Freddie:** No, it's in the pile.

**Anthony:** No, they're all in that pile next to you.

**Will:** No, we don’t have anything.

**Matt:** But you've got your magic.

**Will:** I’ve got my spells.

**Anthony:** And there's a big dragon here, too. A big, golden, ancient dragon—

**Will:** Ooh, shit.

**Anthony:** —who is the bailiff. Don't forget. The dragon's challenge rating... remember, challenge rating being, “hey, four people of this level should be able to fight me and have it be challenging and fun?” Is 22. So if you were all a level 22, it would be a fair fight.

**Matt:** My thought is just to get the gavel, and then I guess we'll figure out what happens with the dragon. We're not in battle yet. He's walking in. He's not expecting Henry just to do a spell, right? I feel like we get one thing before a battle starts.

**Anthony:** You basically get a sneak attack if you're going to do something, and then we'll go into initiative.

**Will:** You're saying we get a Surprise Round.

**Anthony:** Yeah, you get a Surprise Round. That's what it is.

**Matt:** As he whispered, "Vines," honestly I'm just enraged. Darryl is already picking up a chair because he gets bonuses on spontaneous weapons that aren't actual weapons. So he’s grabbing—

**Freddie:** Improvised weapons?

**Matt:** Improvised weapons, thank you. That's the word! He's grabbing one of the wooden chairs, and I think he's going to charge at Bill.

**Will:** Okay, let's fucking go. Let's do it. [*laughs*] I mean, right? Yeah!

**Darryl:** I mean, I think we should at least try to grab that gavel.

**Henry:** Dad boys for life! Let's go!

**Glenn:** [*laughing*] Dad boys for life!

**Darryl:** This was a miscarriage of justice! He was clearly not guilty! This is some bullshit dice roll.

**Henry:** This is a miscarriage of justice! He is clearly a bad person and a good father!

[*laughter*]

**Anthony:** Yeah. After that banger of a closing argument, they were like, "Nah, the other one."

**Will:** [*laughing*] Literally exact opposite.

**Freddie:** What is the effect of Paeden's attempt at causing a shit storm?

**Anthony:** I feel like it's helping the surprise round element of it, because they're all looking at him, so if there's going to be something you would do that I would usually say, "Bullshit, they're all looking at you," I'm going to let you get away with it.

**Will:** All right, I'm going to cast Entangle. “A creature in the area when you cast the spell must succeed on a Strength saving throw.”

**Anthony:** Who is doing that? Bill?

**Will:** I am casting that on Bill.

**Anthony:** So what saving throw does Bill have to pass?

**Will:** It's a 17.

**Anthony:** Okay, so he gets a... [*dice roll*] Ooh, 16. So he is entangled by vines.

**Will:** Ooh!

**Matt:** Yes.

**Anthony:** He is not moving. And as that happens to him, he goes—

**Bill:** Wait, what happened? Is he guilty or not guilty? What's going on?

**Matt:** I charge him. I go—

**Darryl:** Sorry, I need that gavel, Bill!

**Matt:** And then I grab the gavel.

**Anthony:** The color drains from Bill's face and he goes—

**Bill:** You lost?

**Anthony:** And he opens his hand and the gavel just is sitting there, so you just take it with no problem. It's just in your hand.

**Matt:** I go—

**Darryl:** Thanks, sir.

**Matt:** And then I throw the chair over the head of the dragon, just hoping that he's going to follow it like a dog to a bone or something. I realize I don't have to hit him, so I'm just throwing the chair.

**Anthony:** If he gets anything other than a natural 1, he's not going to fall for that. [*dice roll*] Yeah, no, he just is continuing to stare at you and his eyebrows furrow.

**Darryl:** I slipped!

**Will:** [*laughing*] “I slipped...:”

**Freddie: “**I slipped.” And so I'm going to go—

**Glenn:** Wait, wait! Okay. All right.

**Freddie:** And then I throw the rolling pin at Radio Lab.

**Anthony:** Make a ranged attack. Just a—

**Freddie:** You guys didn't get my joke.

**Will:** Oh, was that a Radiolab joke? I don’t—

**Freddie:** It's the intro of Radiolab... Wait, like [*hums*]— okay.

**Anthony:** [*laughs*]

**Freddie:** Alright.

**Beth:** That's... All right.

**Anthony:** Now you're going to throw it at Radio Lab.

**Glenn:** And take this!

[*laughter*]

**Freddie:** [*dice roll*] I'm going to burn my inspiration on that 3... [*dice roll*] so that's going to be a 14.

**Anthony:** It's not going to do any damage to him, because his armor class is way higher than 14. He's a dragon. But it does bonk into him, and you did technically hit him with it. So he does—

**Freddie:** And by the way, per the rules of the thing, I now have— I look down, I'm like—

**Glenn:** Oh, it's cool. I got an apron and it says ‘Kiss the Chef’ on it now.

**Anthony:** Yeah, you see that the very bottom, the tails of it are lightly brushing against your Face/Off boots that your feet are still in.

**Freddie:** Oh shit, we're still in Face/Off boots! You're right!

**Beth:** Oh yeah. Shit.

**Anthony:** The dragon goes two-dimensional very suddenly in a kind of cute way. Like, it's *bwoop!* There's less detail to it, it's two-dimensional. It's the kind of thing that you could easily—

**Freddie:** Oh, is it like a cool, like pixel art, you know what I'm saying? I'm so into that 8bit—

**Beth:** DS1 Spyro?

**Anthony:** Well that's not 2D. That's shitty poly 3D.

**Freddie:** Dang, Beth, how does it feel to get dunked on by your DM so hard?

**Beth:** Well, it feels bad because I know everything about video games and I'm a gamer girl.

[*group laughter*]

**Anthony:** Go back to selling your bath water! So yeah, the dragon is now two-dimensional, and it goes—

**Radio Lab:** [*confused grunt*]

**Anthony:** Now what?

**Will:** We've got the gavel, right?

**Freddie:** I think it's time to run.

**Beth:** I think Ron is going to try to steal the thing so that we can take it with us.

**Freddie:** The coaster!

**Beth:** Yeah, the coaster.

**Freddie:** Ah, yes.

**Will:** Oh, the coaster, right? We do need the coaster, too!

**Beth:** Yeah.

**Anthony:** All right, describe how you're going to do that.

**Beth:** Let's see, so I'm in front of the big booth [*laughs*] where the judge...

**Freddie:** The booth. Yep, the judge booth. Yep.

**Matt:** The big, handsome boy with the chair ran, and a dragon turned two-dimensional. A bunch of stuff has been distracting, I would say.

**Beth:** [*in the Ron voice*]Okay, so I grab one of the cups of water that they give everybody on the table, and they're always sipping water before asking questions, so I take one of the glasses and I sneak over to the big booth where my dad is, and I set the glass down on the other side of the coaster so that he, one, might be like, "Hey! Who put that glass there without a coaster?" And then while he's looking that way, I'm going to grab the actual coaster, the judge coaster, and I'm going to run away.

**Freddie:** I like this because it's a very strange version of the Indiana Jones swap, except—

[*laughter*]

**Anthony:** Which, we all remember, worked out very well for Indiana Jones. Go ahead and roll a Sleight of Hand.

**Beth:** It's Sleight of Hand, not Stealth?

**Anthony:** No.

**Beth:** [*frustrated squeak*]

**Anthony:** You're using your hands to exchange one thing with another cleverly.

**Matt:** He's giving you free stealth to get up there without being noticed.

**Anthony:** Yeah.

**Beth:** Okay. You know, I get that. That's okay. [*dice roll*] [*gasps*] Yes! I got a 19!

**Will:** Whoo!

**Anthony:** You got a 19!

**Beth:** Yes.

**Anthony:** Okay! So you manage to pull the... It's actually, it's glued to the stand—

[*group laughter*]

**Beth:** [*laughing*] Shit!

**Anthony:** But you manage to get your fingers around it, and you can pull. If you can successfully perform a strength check on your next turn, you could yank it out of there, but you were expecting it to come off way easier.

[*laughter*]

**Beth:** Okay.

**Matt:** It's okay, Ron, Darryl's going to help. Darryl's going to help.

**Freddie:** I've got to say, that makes sense, because it gets banged by a gavel. It would fly around if it wasn't glued down.

**Will:** That’s true.

**Beth:** True.

**Freddie:** Of course.

**Beth:** Damn.

**Matt:** But they don't have wood glue in the Forgotten Realms, so...

**Will:** Yeah.

**Beth:** It’d be too strong.

**Will:** Let's hope it's not stronger than the wood itself.

[*laughter*]

**Matt:** Exactly.

**Anthony:** Now we're going to do proper initiative order. Roll initiative.

**Matt:** I get advantage on initiative because… [*dice roll*] That's a 20 for Matt.

**Beth:** [*dice roll*] 15+3, that's 18.

**Will:** [*dice roll*] I got a 16.

**Freddie:** [*dice roll*] 10+5, 15.

**Anthony:** First up is the dragon.

**Will:** Uh-oh.

**Anthony:** And the dragon—

**Will:** Kills everyone!

**Anthony:** Begins to inhale, and its pixelated lungs begin to get a little bit bigger, and then Willy goes—

**Willy:** Ah, ah, ah! Hold your turn! Hold on! Just a second, buddy.

**Will:** Uh-oh. What?

**Freddie:** Oh no.

**Will:** Oh no.

**Anthony:** And so the dragon pauses and stops his attack. So he's going to hold his turn and he's going to go at the end of initiative now. Now it is Darryl's turn.

**Matt:** Okay.

**Will:** Is the fire 2D when he breathes it? That's the real question.

**Matt:** I know. On one hand, I'm like, I refuse to believe that the dragon can breathe fire in 2D. There is no scientific way it could happen.

**Beth:** The fear is 3D.

**Will:** Uhm, oxygen molecules are three-dimensional. He would suffocate!

**Matt:** That. This is all based on the dragon not being able to do anything, so this may have been a big mistake.

**Anthony:** Here's all I'm going to tell you. Before he does, just so it's fair and you know, he can breathe fire, but it's going to come out as 2D. It's not going to be vertically 2D, it's going to be horizontally 2D, so it's still going to go out in an arch. But you could hypothetically, with a Dex save, jump above it or below it, let's say.

**Matt:** Oh, okay. Pretty good. It’s like a laser beam.

**Freddie:** You know what it is? It's the fucking The Who's laser beams. Do you know what I'm talking about? From the concert film?

[*laughter*]

**Matt:** Yeah.

**Anthony:** Yes. Yes. It's going to be that.

**Freddie:** You know, the ones they borrowed for Alien? It's that. I knew Will would like that one.

**Will:** That's good. That's a good one.

**Anthony:** All right, so it is Darryl's turn.

**Matt:** So this booth that the thing is glued to, it's just like a wooden platform?

**Anthony:** Yeah, it's a big wooden podium thing. You have to walk up a few stairs to get up.

**Matt:** Is there any decorations? Is there any old candlestick holders?

**Anthony:** Yeah, sure, there are some on the side of it. Why not? And there's the seal of the Meth Bay Court System emblazoned and glued onto the front of the dais.

**Freddie:** It's just a guy doing a fucking line.

[*laughter*]

**Will:** Henry gives Darryl a look that means, "Darryl, shout, ‘I sentence the dads away from here,’ and then slam the gavel, and then it'll suck us away from here." Right?

**Matt:** Okay, so yeah, so I got—

**Will:** Yeah, you got the gavel! How needs to steal the coaster? Just hit the gavel on the coaster!

**Ron:** I thought the coaster was going to be important.

[*laughter*]

**Matt:** As I run, I pick up a big candlestick and I scream at the dragon—

**Darryl:** We've got no problem with you, Radio Lab!

**Matt:** And then I take the gavel and I say—

**Darryl:** Thanks, Ron, for putting your hand there so I have a better—It was easier for me to aim. It was hard to see beforehand, because wood looks like wood, but your nice white skin makes a perfect target, so this is super easy.

**Freddie:** Wood looks like wood.

**Beth:** Who woulda thought?

**Darryl:** Wood looks like wood, but this is super easy to hit now. It's like that Titanic scene, right? I brought that up before.

**Matt:** Then I slam the gavel down and I say—

**Darryl:** I declare all the dads innocent, and I sentence us to get out of here. Anywhere but here.

**Beth:** And then we all go home, and we all live happily ever after.

**Anthony:** That is certainly what you intend to do. As you lift the gavel and you begin to say those words, very much like in the scene from *Liar, Liar* where the pen is royal blue—

**Will:** [*laughs*]

**Beth:** No!

**Anthony:** You find that you cannot say a legally untrue thing. You know, you feel in your heart with this thing in your hand, with this pure artifact of law, that you cannot give a false verdict, and that the true verdict is “Glenn Close is guilty.”

**Matt:** As I'm saying it... because I feel like I said a lot before I slammed it down—

**Anthony:** Sure.

**Matt:** So I feel like as I was trying to say something and I couldn't say something, I just would stop trying to slam it down.

**Anthony:** Okay. So you're just holding it up in the air and you’re not— you say two syllables, and then [*short choke sound*], and then nothing else comes out?

**Matt:** Yeah, and then I stop and I realize I can't do it.

**Henry:** Darryl, what's wrong?

**Glenn:** Darryl, what's wrong? What's going on?

**Matt:** I go,

**Darryl:** I— I can't say anything!

**Matt:** So then I use my second action. I use the candlestick and I bring it down onto the podium to try to smash it into pieces so that we can just have the coaster and run.

**Anthony:** Trying to break the coaster free?

**Matt:** Yeah.

**Anthony:** Okay, yeah. Give me a melee attack on the coaster.

**Freddie:** On some wood.

**Matt:** On some wood.

**Freddie:** This is why I love Dungeons & Dragons. It can go from, "You fight a gold dragon with all of your spells," to, "One guy hits wood with a candlestick."

**Beth:** I'm trying to get the coaster! The coaster is stuck to the table!

[*laughter*]

**Matt:** And I get +7, so that is, uh...

**Anthony:** You're going to hit it. Okay, fuck it. Yeah, you just smash the coaster free. You hit the dais with a candelabra and the coaster comes free. It has got splintered bits of wood off the bottom, but yeah, it is now free of its mooring.

**Matt:** I just scream at Ron to run.

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

**Beth:** I grab the coaster, and then I try to run, I guess.

**Anthony:** Okay.

**Beth:** [*in the Ron voice*] Except I say it, I'm a lot more confident about it. I grab the coaster and I run!

[*laughter*]

**Anthony:** All right. You manage to dash 30 feet, and you are now at the entrance—or the exit, I guess—to the courthouse. You can see daylight. You can see the western style doors. You're right next to them. You can see the—

**Ron:** Maybe I should have passed this coaster to somebody else.

**Matt:** No, you're good. I feel like you're just playing with us like a fucking cat with a mouse, though.

**Beth:** I know.

[*laughter*]

**Anthony:** Henry, it's your turn.

**Will:** Okay, so Henry sees his comrades jetting for the door; something goofy happened with a coaster. He's going to... Where is Paeden?

**Anthony:** Paeden is down on the floor in front of the judge's stand, just sitting there throwing knives randomly at the walls.

**Freddie:** [*laughs*] What a champ!

**Matt:** I feel like he's doing knife juggling, and occasionally he drops it and he's like, "Oh! Oh!" And it almost hits him.

**Paeden:** All part of the show, folks!

**Will:** Henry is going to turn into a kangaroo and grab Paeden and put him in his pouch and hop out of the courtroom.

[*group laughter*]

**Paeden:** This is my dream!

**Anthony:** You put Paeden into your pouch, and he's got his little hands on the outside lip of the pouch.

**Beth:** Aw!

**Anthony:** You both start to hop away, so you're right next to Ron in the six seconds this takes, so you are both at the exit to the room. So now it's the gelatinous cube with the projection of Willy's turn. You just see Willy smiling really big.

**Beth:** No!

**Will:** [*nervous hum*]

**Anthony:** And he goes—

**Willy:** We, the court of Meth Bay, find you the defendant, Glenn Close, guilty.

**Anthony:** And as he says the word "guilty," you feel, Darryl, the gavel in your hand, it begins to vibrate and it begins to charge up with this surge of pure elemental law, and it shoots out of your hand, or tries to shoot out of your hand. Make a disadvantaged Strength check. You're going to have to be—

**Freddie:** Make a Thor's hammer check.

**Beth:** [*chuckles*]

**Anthony:** You're going to have to beat a 21.

**Freddie:** It's just like the hammer from Thor!

**Matt:** Wait, disadvantaged— Okay, wait, let me see what .. I got Strength stuff.

**Freddie:** Marvel. Thor.

**Matt:** I get an advantage on Strength checks.

**Anthony:** Okay, so the advantage and the disadvantage cancel each other out, so just give me a usual Strength check.

**Matt:** [*nervous exhale*] Okay. So I have got to hit a 21?

**Anthony:** Yeah.

**Matt:** [*dice roll*] I got a 12.

**Will:** No!

**Freddie:** A 12?

**Matt:** I got 5+7.

**Anthony:** The gavel shoots out of your hand.

**Beth:** Can I try to block the coaster?

**Anthony:** Sure!

**Beth:** Okay.

**Freddie:** Oh...

**Anthony:** You're holding it. How are you going to block it?

**Beth:** Maybe I just—

**Matt:** Drop and curl up.

**Beth:** Yeah, maybe I just drop it, put my feet on it, and curl up over it.

**Anthony:** You're going to go do the fetal position over the thing?

**Beth:** Yeah. Am I going to die?

[*group laughter*]

**Anthony:** This was your choice. The gavel shoots out of Darryl's hand. It screams toward the coaster. As it does so, you throw the coaster down, immediately covering it with your body. It veers upward, stops in midair, does a 180 so that the hammer of it is pointing downward, and comes screaming down at you and hits you square in the back, and you hear a horrible crunch. You take...

**Beth:** Real sad that I'm about to die here.

**Anthony:** [*dice roll*] You take 25 damage.

**Will:** Oh!

**Freddie:** You know what's fucking crazy, dude?

**Beth:** What?

**Freddie:** This is like that moment where Batman breaks his back. Like Bane breaks Batman's back.

[*laughter*]

**Anthony:** Whatever you've got to do to deal with the fact that you're about to fucking die, Freddie.

**Beth:** It was really cool, but now it's not cool.

**Anthony:** So the gavel comes down, smashes your back, and you feel some vertebra pop.

**Freddie:** Wait, wait, hold on. Anthony? Anthony? I think it's only fair that Beth gets to roll one luck roll to see if it does fix a pop in the back, and it just makes him feel a little better there.

**Anthony:** Yeah, go ahead.

**Will:** [*laughs*]

**Anthony:** It's like in *James and the Giant Peach* when the centipede is getting stretched.

**Beth:** Yeah.

**Anthony:** Give me a luck roll. Give me a d20. If you get an 18, 19, or a 20, then you feel a little bit better, weirdly.

**Matt:** And you get advantage on Dex or something, right?

**Freddie:** You can touch your toes all of a sudden. Prior to this, you weren't able to touch your toes, but then now you're like, "I can touch my toes!"

**Beth:** [*dice roll*] That's a 9, so no, it hurts.

**Anthony:** So it hurt really bad.

**Freddie:** Hey, worth a shot.

**Anthony:** And it could tell that it didn't make it to the coaster. So it—*whhp*—zooms back up—

**Beth:** Nice.

**Anthony:** —and is preparing to zoom back down again.

**Beth:** Oh shit!

**Anthony:** So now it is Bill's turn.

**Beth:** [*quietly*] Oh shit.

**Anthony:** He goes—

**Bill:** Fuck! Fuck! So— So if they're guilty, if they're guilty, then, uh, the sentencing, that has got to be a later session, right? So in a week or something, right, Willy? Right?

**Anthony:** And Willy just goes—

**Willy:** No, no, no, no, no. We're doing it right here, right now. These fellas wanted to get rowdy, so we're just going to go ahead and do it right now.

**Anthony:** And Bill is like—

**Bill:** Oh, fuck! Fuck! I wish I could do something, but I'm fucking entangled!

**Anthony:** So he's going to try to do a Strength check to get out of the roots.

**Beth:** This is all Henry's fault.

**Will:** I look at Bill and I say—

**Henry:** Wait one turn, Bill, and I might be able to fix that for you!

**Anthony:** He tries to point with his restrained finger at Radio Lab, and he goes—

**Bill:** Hey! Cool it!

**Anthony:** And he's going to roll…

[*laughter*]

**Matt:** Calm down.

**Anthony:** Persuasion, and... [*dice roll*] with his restraint, he doesn't have the body language that usually makes him so persuasive in these situations, and so—

**Freddie:** It's a hip thrust, secretly, by the way. It's a hip thrust thing.

**Anthony:** It's a hip thrust thing, yeah. And he can't do it, so his attempt to cool down Radio Lab does not work.

**Will:** Damn!

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

**Freddie:** I'm going to cast a spell that I have learned...

**Will:** Oh shit.

**Freddie:** It's called Otto's Irresistible Dance, on the dragon. “Choose one target I can see within range”—the gold dragon. “The target begins a comic dance in place, shuffling, tapping its feet, and capering for the duration. A dancing creature must use all its movement to dance without leaving its space. It has disadvantage on Dexterity saving throws and attack rolls. While the target is affected by the spell, other creatures have advantage on attack rolls against it. As an action, the dancing creature makes a Wisdom saving throw to regain control of itself.” And the way that this works canonically is Glenn unveils the thing that he has been working on this whole time, which is—

**Matt:** Sure.

[*laughter*]

**Freddie:** Do you remember the song *Freestyler* by the Bomfunk MC's?

**Will:** I most certainly do not.

**Beth:** No.

**Matt:** No.

**Freddie:** It's like [*singing*] F-F-F-F-F-F-Freestyler, rock the microphone! [*beatboxing*]

**Anthony:** Words cannot describe how little I care about that in this moment. What happens?

[*laughter*]

**Freddie:** So, by rapping the song *Freestyler*, the dragon dances.

**Anthony:** Okay, great!

**Freddie:** The song *Freestyler* by Bomfunk MC's makes the dragon dance, and now the dragon can't do anything.

**Anthony:** So the dragon, which is a 2D pixelated dragon, dances in the way that they would dance in an old NES game with no additional animation sprites, so it just kind of like...

**Matt:** [*softly*] dee-dee-dee-dee-dee-dee...

**Anthony:** It rotates 45 degrees to the left—

**Beth:** This looks too cool.

**Anthony:** —and then it rotates 45 degrees to the right, and then slides three degrees to the left, and slides back to where it was. It is Paeden's turn, and he goes—

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

**Will:** He was in the kangaroo pouch.

**Anthony:** Oh yeah, right! I forgot! He's in your kangaroo pouch.

**Will:** Yeah, yeah.

**Anthony:** So he just spends his whole turn going—

**Paeden:** I love this. This is great.

[*laughter*]

**Paeden:** This is where I belong. I feel very safe.

**Anthony:** Now it's the dragon's turn. So the dragon looks at Willy and he goes—

**Radio Lab:** What do I do?

**Anthony:** And Willy goes—

**Willy:** Get my kid off the thing.

**Anthony:** And so the dragon goes—

**Radio Lab:** All right.

**Anthony:** For its action, it is going to first try to stop dancing, and it is going to roll a Wisdom saving throw, you said? DC15?

**Freddie:** Wisdom saving roll. A 15. Yep.

**Anthony:** All right. [*dice roll*] Okay, it rolled an 18, so it immediately stops dancing.

**Freddie:** Ah, fuck.

**Anthony:** To Paeden's disappointment most of all.

[*laughter*]

**Freddie:** No, that was Paeden's turn. Paeden was watching this 2D dragon and dancing. He was like, "Yay!"

**Anthony:** Yeah, with his little hands outside of the pouch.

**Beth:** Oh my god.

**Will:** A dance of dragons.

**Anthony:** [*laughs*] And then the dragon is going to, in one very large stride, move right up to where Ron is. He spent his action so he can't do anything, but he's right there and he's looming over you, so you’ve got a massive dragon and a magical justice gavel over your back, Ron.

**Beth:** And I have 9 HP left, so...

**Will:** Oh my god!

**Matt:** How big is the door? I feel like we can just get out of the door frame. I feel like the dragon doesn't have the mass to smash through a doorframe anymore. Anthony?

**Beth:** That's nice.

**Anthony:** It's your turn, so you can put that to the test if you want to.

**Matt:** I'm still at the front of the courtroom. I can run 40 feet, because I got— I'm special fast boy now.

**Anthony:** Okay.

**Matt:** What I want to do is I want to run, I'm going to push Ron off of the gavel coaster, hold it myself, and that's it. That is essentially what I want to do.

**Anthony:** Okay.

**Matt:** Seeing that Ron got smashed by the gavel, and seeing the gavel getting ready for another smash, I dive and skid across the floor like a cool John Woo movie and I say—

**Darryl:** Ron, roll!

**Matt:** And I push Ron off the coaster, and in one cool movement—

**Anthony:** [*laughing*] You say, "Ron, roll," and then you push him off anyway.

[*laughter*]

**Matt:** I push him off anyways, and then I grab the coaster—

**Ron:** You look so cool, Darryl! Ow. Ow.

**Matt:** I grab the coaster and I curl up. The coaster is between me and the candlestick. I'm holding it all really tightly, and I'm getting ready to dive out of the way. I'm staring at the gavel. I'm up holding the coaster with the candlestick, staring up at the gavel.

**Beth:** In a way, we all are. [*laughs*] I thought that was so funny.

**Will:** I'm just a man, looking at a woman—

**Beth:** I'm sorry, I'm going to think about that all the time. I think that is so funny. Okay.

**Anthony:** It is now your turn, Ron.

**Beth:** Ideas sought here. I'm thinking about, what's a good way that we could destroy this?

**Matt:** I think it's less about destroying the coaster than getting out of here.

**Beth:** Okay, then I think that I will just try to go out, try to escape.

**Freddie:** Clear the way a little bit?

**Beth:** Yes.

**Matt:** Trip the dragon or something? Or do something maybe? I don't know.

**Beth:** I just feel so injuried.

**Freddie:** What if you rolled up the dragon like a burrito?

**Matt:** 2D should mean it has zero mass, by the way. That's all I'm saying.

**Beth:** Oh!

**Matt:** Because it's not paper. Paper is three-dimensional. Straight up, you said two-dimensional. That means there is zero mass to this thing whatsoever.

**Anthony:** It also means you can't interact with it in a 3D way, like rolling it up like a burrito.

**Matt:** So its fire couldn't interact with us either. [*gasps*] Lawyered!

**Anthony:** No, it's fire still going out at an angle.

[*laughter*]

**Will:** Guys, Anthony is being a real good sport right now. Let's go to a break.

**Anthony:** I feel like I'm being pretty nice.

**Matt:** I think we are trying our best to fight out of here.

**Anthony:** No, I appreciate the way that you're trying to fight out!

**Matt:** I don't think we're cheating on anything, I think we're just trying to—

**Freddie:** I will say, though, you probably can't roll a dragon up as a burrito because the edges are two-dimensional, so it would be infinitely sharp, so you would danger, just slice your fingers off.

**Beth:** Damn. Yeah, I wouldn't want to do that.

**Will:** That's true, you would cut your fingers off.

**Anthony:** Yeah. That's the argument I'm making with the fire, is that it's effectively not actually a fire that's coming at you, it is an infinitely sharp sudden blade coming at you.

**Matt:** Okay.

**Freddie:** Well, except the problem also is that fire in and of itself is a massless thing, right? It's a combustion, so it actually isn't—

**Matt:** No it's not. It's not massless.

**Anthony:** It has mass.

**Matt:** It has mass. Of course it does.

**Freddie:** Does fire have mass?

**Matt:** Yes, gas has mass.

[*vindictive typing*]

**Freddie:** No! Fire is a chemical process! Fire is glowing gases!

**Matt:** Yeah. Gases. Which has mass.

**Anthony:** In this world of Faerûn, when something is two-dimensional and it casts fire, that fire still can hurt you.

**Matt:** Freddie, this isn't a cut twice thing. Gas has mass.

**Will:** According to Quora, you're both right.

[*group laughter*]

**Will:** “Does fire have mass?”

**Anthony:** The most Henry move!

**Will: “**No. Fire is a chemical process, so it doesn't have mass. However, flames have mass, because they are composed of a complex mixture of gases and particulate solids which each have mass. “So in a way you're both right, boys, and you're both wrong, so you know— I think we all learned something here today.

**Matt:** Okay. Anyway.

**Anthony:** Ron, what are you going to do?

**Beth:** I don't even think there's anything cool that I can do.

**Matt:** I mean, I think the option is either run or try to distract the dragon, and run is my thought, but I don't know what you were going to do.

**Beth:** Okay, then I'll use the Daddy's Home cantrip—

**Freddie:** Yes. Nice.

**Beth:** To use Willy's voice to tell the dragon, “Destroy the hammer.”

**Anthony:** Okay. Give me a Persuasion roll.

**Beth:** [*dice roll*] It's a 10.

**Will:** Ah!

**Anthony:** So 10 is not going to do it, unfortunately. The dragon begins to flinch at the sound, and then it turns and looks at the gelatinous cube. The hologram's mouth isn't moving, and it just goes—

**Radio Lab:** Eh, it's nothing.

**Beth:** Bad connection. I better destroy this anyway.

**Anthony:** It is Henry's turn.

**Beth:** And so I can't leave there?

**Anthony:** You can move. Sorry, you could also move. That was an action. You can also move.

**Beth:** Okay, cool. I'm just going to try to run away.

**Anthony:** Okay. You are now outside of the courthouse.

**Beth:** Feels good, man.

**Anthony:** You taste freedom. You're like Nicolas Cage at that part in Con Air where the wind hits his face.

**Beth:** Yeah.

**Freddie:** Or Nicolas Cage, the part in Face/Off where he gets out of the Erewhon prison and it's the first second, but then a helicopter shows up.

**Beth**: Oh man.

**Matt:** Darryl sees Ron running and he's like—

**Darryl:** Tell Grant I love him if we don't make it out of here, Ron.

**Ron:** If we don't make it out... My back is broken! I'm just trying—

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

**Ron:** No, it's okay.

[*laughter*]

**Anthony:** All right, it is Henry's turn.

**Ron:** [*sighs*] Wow, what a day, huh?

[*group laughter*]

**Will:** Henry is going to cast one of his new fifth-level spells called Geas [pronounced “gesh”]. I wonder if you can *Geas* what this is going to do.

**Matt:** God.

**Freddie:** God.

**Will:** [*Sean Connery voice*] Yesh, Geas is—

**Freddie:** Speak like Sean Connery.

[*laughter*]

**Will:** It makes you speak like Sean Connery; because you're speaking like Sean Connery, it allows you to place a magical command, such as, [*in the accent*] "Punch the keys," or, "Bolt the door if you're coming in—"

**Freddie:** [*laughs*]

**Will:** —on a creature that you can see within range, forcing it to carry out some action or refrain from some action or course of activity as you decide. So basically I can make it do something.

**Beth:** I mean, I feel like that's what you wanted me to do, and so you didn't tell me that that is what you had the power to do, so…

[*laughter*]

**Matt:** Well, it's good, because now we get two chances!

**Will:** Well, I was like, I was like, "We got double—"

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

**Matt:** This is good.

**Will:** Now we get two chances!

**Anthony:** It's good to have multiple chances.

**Beth:** It is.

**Ron:** What a day, huh?

[*laughter*]

**Will:** So Henry gets super serious, and he points at the dragon and says—

**Henry:** [*not at all persuasively*] No, really, destroy the hammer.

**Will:** That's as scary as he can sound.

**Matt:** That was pretty persuasive.

**Anthony:** How does the spell work?

**Will:** The dragon needs to make a Wisdom saving throw.

**Anthony:** [*dice roll*] He rolled a natural 20.

[*laughter*]

**Will:** Damn! All right! ...Well, shit. That's Henry's spell, and it didn't work.

**Matt:** Do you kangaroo hop away, Will?

**Will:** Oh, I had to de-kangaroo to do that, so I'm no longer a kangaroo.

[*laughter*]

**Anthony:** Were you just holding Paeden like in a papoose? Paeden immediately is like—

**Paeden:** No! I was so happy!

**Anthony:** It's the cube's turn, and so Willy looks at you and he goes—

**Willy:** I guess see you later, kiddo.

**Anthony:** And the gelatinous cube reaches under the desk with a single globby tentacle and pushes a button, the same button that was pressed when you very first came into this place, and the doors to the front of the room slam shut.

[*sound of door slams*]

**Freddie:** Oh shit!

**Anthony:** And now you are all trapped—

**Freddie:** Crushing another person.

**Anthony:** Crushing—Well, they learned to get out of the way, so nobody gets crushed, but you are now trapped inside with everybody else, and Ron is on the outside. The gavel is once again going to come screaming down at the coaster, which is being held exactly how?

**Matt:** I'm holding the candelabra and the coaster to my chest, but obviously the coaster is touching my chest, and the candelabra is above it. I'm also staring at it, so I want to be able to do a d— I'm ready to roll out of the way.

**Anthony:** You can give me a regular Dexterity, but it's just going to be a very high check.

**Matt:** [*dice roll*] That's a 4+1.

**Anthony:** The gavel comes in towards your chest, you juke a little bit to the left, and it just—*pvv*—jukes over exactly identically as you're doing it. It doesn't even obey the laws of momentum. And it’s going to do... What I'm basically saying is that this thing does 3d12 worth of damage. And I'm going to say a candelabra, reasonably, you could expect it to have 14 hit points.

**Matt:** Okay.

**Anthony:** So it does 19 hit points. It shatters the candelabra against your chest. The shards go everywhere, and it [*slow-motion, echoing shatter sound*] hits the coaster in the center of your chest.

**Matt:** What?

**Anthony:** And in that moment, time stops.

[*sound effect that quickly crescendos and then hard-cuts. Quiet, spooky, white noise plays in the background*]

**Anthony:** You all find yourselves in a void that is both black and white, that is both light and dark, that is both up and down, that is perfectly balanced, that is the rules of existence and reality come to a beautiful head. You are within the very nature of justice. And a guy that looks exactly like Brian Firenzi steps out and he says—

**The Law:** [*their voice echoes*] I am The Law.

**Freddie:** [*laughs*]

**Will:** Goddamn it.

**Freddie:** You fucker!

**The Law:** Glenn, you have been pronounced guilty. I am the spirit of the gavel. You have two choices, as was mentioned earlier. You can either, in this instant, magically lose control of your son and be instantly teleported to the Meth Bay Supermax to live out the rest of your days. Or we can teleport all of you right back to where you are and the dragon can finish its job of immolating you and putting you to death.

**Glenn:** [*thinking hum*]

**The Law:** So you have one of these two choices, and you have to make one of these choices.

**Beth:** I've got a question. So, with the choice that he loses his son and is confined to prison, isn't the losing your son not alterable?

**The Law:** Correct. There is nothing that you can do, ever, that will change the fact that Nick will lose all of his memories of you as his father. He will have a new father. There is nothing that magically you can do to change that. Even if you found a way to go back in time and change that, you would find a timeline where he had grown up with this other person. He will invariably and inviolably... not be your son anymore.

[*background white continues, piano music begins*]

**Freddie:** I think that, deep down... Oh man, this is very complicated, because I think that for Glenn... he cares about Nick. Probably more than anything else, he cares about Nick, because this is the one piece of his relationship that he had with Morgan that is the thing that lives on, right? So that's pretty hardcore, the idea of losing Nick forever.

**Freddie:** But then he also knows that that is a possibility, because there's no guarantee we go back and we win this fight. We could go back, Glenn gets to keep his kid, but Glenn might die. Nick grows up an orphan. Nick loses both of his parents. So, deep down, I think he's going to take the option to go into prison and to lose Nick— because! At least in that scenario he can live with the idea “at least Nick grew up with a father.” But in the other one, he can't go look down at that abyss again and risk—

**Freddie:** Because he knows deep down that Nick was affected by Morgan's death, even though he doesn't say anything. He's smart enough, he's an adult. And to potentially subject Nick to that would truly make him a bad father. He'll take the sure thing of life in prison and Nick at least has a life and a father that he loves, over the possibility of subjecting Nick to losing another parent.

**Freddie:** And so he says—

**Glenn:** [*bluntly*] The first thing you said, please.

[*laughter*]

**Anthony:** All right. So The Law nods solemnly at you. It claps its hands—

[*crash of thunder*]

**Anthony:** And in that instance, everything goes white.

[*piano and background sounds stop*]

[*banger chain-gang prison rock music starts*]

**Anthony:** Glenn, when you next open your eyes, you are in a cell alone back in the Meth Bay correctional facility. A cell that is guarded by two very burly guards with spectral security cameras watching you, basically just big spectral eyes that are standing in the jail cells. Your boots are extra heavy and weighted down. Your arms are chained to the wall.

**Freddie:** This is quite a bit for a cool dude who is clearly not a buff flight risk. I'm just throwing that out there.

[*laughter*]

**Anthony:** If you don't want to take the really cool implication that they're actually scared of you getting out because they think you're clever, then sure, by all means. You're just sitting on a little crappy cot—

[*group laughter*]

**Freddie:** Okay, nevermind. I back that up. I'm in chains. It's like the fucking cell in—

**Will:** Hannibal Lecter mask!

**Freddie**: Yeah, it's a Hannibal Lecter mask, plus it's the jail from the end of X-Men, so it's like the Magneto jail, too, because of that's how hard—

**Beth:** Oh my god.

**Matt:** Two security guards, one that has the food. He's like, “No man, you give him the food!" "No, you give him the food!"

[*laughter*]

**Anthony:** Yeah, yeah. Exactly.

**Matt:** And then when he pushes the other one in, then he quickly slides the food under the thing.

**Guard 1:** What if he tells me to cool it?

**Guard 2:** Well I don't know. He's not going to tell you to cool it.

[*laughter*]

[*prison music cuts out. Background cricket noises start*]

**Anthony:** The other dads, when you open your eyes, you find yourselves around a campfire, and the first thing that you see when you open your eyes are your own children, and you see Walter the Bullywug—

**Beth:** He's not my kid.

**Anthony:** I said "and"!

**Beth:** I'm sorry.

[*laughter*]

**Anthony:** You immediately, by instinct, think, "Where's Nick?" You turn and you look and you see Nick, and Nick is laughing so hard, and you notice that immediately he is not wearing the clothes that feel like a younger kid's version of Glenn's clothes. He's wearing a polo, he's wearing khakis.

**Will:** [*hisses*] Oh, my god...

**Beth:** He looks like a fucking nerd.

[*laughter*]

**Anthony:** A visually similar, handsome man, slaps him on the back, and then he goes—

**New Dad:** Because he was on... duty! [*laughs*] Yeah, I know! Duty, right? Oh man, I love it. I love it. I love you.

**Anthony:** And that voice you just heard belongs to...

**Jimmy Wong:** Jimmy Wong! Freddie Wong's real life younger brother!

[*all laughing*]

**Freddie:** What?!

**Beth:** No! Oh no!

**Freddie:** What?!

**Will:** Yes!

**Freddie:** Holy shit! Holy shit, dude!

[*outro music starts*]

**Freddie:** Dungeons & 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. Special guest Jimmy Wong, with a brief cameo there at the end, and you can expect to hear more of him in the episodes to come. Theme song and outro is *Alright* by Maxton Waller. Courtney Thérond is our content producer, Ashley Nicollette is our community manager, and Robin Rapp is our transcriber.

**Freddie:** This episode could not have happened without our jury of 13 individuals drawn from our Patreon ranks. We want to thank them for diligently deliberating all the finer points of this trial on the private Discord over the past two weeks. So, in no particular order, thank you to Katelyn Marquard, Theo, R, Chris Rugger, Stock Bock McGock, Erik Gilbert, Rebecca Moloney, Chris Waiting, Laura Lovelace, Kelly Carmine, Shanny Polwin, The Mysterious Juror XII, Juror number 10.

**Freddie:** In addition to these sort of wild gameplay experiments, you can get a peek behind the scenes and access to exclusive bonus content on our Patreon at patreon.com/dungeonsanddads. There you can join people like Jeremy Tisdale, Duncan Watson, Elizabeth Foellmi, Samantha Humphrey, Elliott Roberts, Dylan J Johnson, Elizabeth Singer, Colby Rice, Drew Pate, and Jess Backstedt, and get access to an entire backlog of bonus content. We're recording our next stretch bonus miniseries this month. It's going to be a Star Wars themed miniseries about a jizz band that knew too much. If you don't like subscribing to Patreons, you'll be able to get it eventually as a digital download, just like our previous miniseries, At The Mountains Of Dadness, but if you're a Patreon, you get it first, and you get it free.

**Freddie:** You can also get discounts on our merch store over at store.dftba.com. We have an incredible new sticker pack for sale, including a Westrock Elementary Doodlers bumper sticker and an amazing-looking, "Everything is going to be O-A-K" poster. So head on over there, check it out now, store.dftba.com. Follow us on Twitter, @dungeonanddads, reddit.com/r/dungeonsanddaddies for our subreddit. This is going to be the last main episode of the year. We have a little bonus the week of Christmas, but we'll be back with a new main episode to kick off year three of Dungeons & Daddies on January 12th.

**Freddie:** Patrons will continue to get new content throughout this month, so don't worry there, but as we barrel headlong into the holidays for some much-needed R&R, on a very strange year indeed, we want to take a quick moment to thank you all for your support, for listening, for passing the show along to our friends, and for all the amazing discussion and fanart along the way. We hope that in return we have given you some quality audio entertainment for your ear holes, maybe even inspired some of you out there to pick up some dice, maybe try DMing yourself. We have a blast making this show. We hope you have had a good time, whether you've been listening from the first episode or just picked us up, so truly, thank you all for taking the time and listening to our little show.

**Freddie:** We'll see you next year, and I think you're going to definitely want to hear the Easter egg on this episode, okay? Bye!

[*outro music finishes*

**Anthony:** I'm sharing you all on some documents. So what was going to happen was, if you chose to try to fight the dragon and you died, then I was going to say, "Okay, here's another choice for you. Glenn is somewhere on the infernal plane. Because he was killed by a dragon's fire, his soul has been transported to the infernal plane, which is a place— " Don't look at the files yet!

**Beth:** Alright

**Anthony:** "Which was a place that is made for and by the worst people in the history of time and space. It is the most awful place you can imagine. So if you want to go to the infernal plane and try and get him out, you can, but I promise you you are not going to like it. You are going to be angry at me for even giving you this option; you're going to be angry at yourselves for taking it." And then if you said yes, I would say, "Okay, I've shared you all on character sheets that you're going to need to look at." So you all descend into hell, and then you have to double-click hell music, and I would say, "Glenn, you feel your hair begin to grow curlier around you—"

**Will:** Oh no!

**Anthony:** "And Ron, you feel your face begin to deform, and a hat grows out of your skull."

[*laughter*]

**Beth:** Wait, can I... Can I—?

**Anthony:** Yeah. Play the hell music, and then look at your character sheet.

[*Entourage theme music plays*]

[*hysterical ongoing laughter*]

**Anthony:** And you see lights stream up above you as you move forward through the night, and you're back in your own world and you're confused, and you realize you're all in a car together. You're in a beautiful convertible together going down Sunset Boulevard. As you look up in the lights, you see your own name, and you now have to escape Entourage: The Game!

**Anthony:** I never watched Entourage as a fucking kid! I put that in there as foreshadowing in case I needed to do this!

**Matt:** So I'm Johnny Drama Chase, and Anthony gave us... These are the stats he gave us: lying, seduction, toxic masculinity, fame, spending money, and the gym.

**Anthony:** Which, gym was Lauren's idea, which is the fucking— I was like, "So like something physical?" She went, "No. Gym."

[*still laughing*]

**Matt:** My ability was Bro Height, but I can spend a Wall Buck and intentionally fail a roll to give a bro a +1 die on their next roll.

**Beth:** My ability is Fucking Piece of Shit Garbage Shit-hole Asshole. “Spend a wall buck to gain +2 die if any roll, if you act like a complete piece of shit excuse for a human in the process.”

**Anthony:** Ron is Turtle.

**Freddie:** Mine is Vincent Vinny Chase. I'm an actor. Ability: Best Actor in the Biz. “At any time, you can spend a wall buck to gain +2 to your lying score, but you must specifically recall a role you portray that will help you. You also must perform the signature line from that role.”

**Will:** I was E. My ability is Negotiate With Other Dealers, spend a wall buck to reroll any check. If you don't roll a 6, treat the result as a 1. If you ever do something cash money, the DM will award you a wall buck—“ Is very good. This is insane, Anthony.

**Anthony:** It was literally— You know why I did this, right? It's because in that Talking Dad, we were talking about *Succession* and all this and that, and Matt specifically said, "I usually try to give these characters the benefit of the doubt, but every character in *Entourage* should go to hell." And I was in the shower and I was like, [*intense epiphany gasp*]

[*still more laughing*]

**Freddie:** Mark my words, Patreon supporters, after we finish the Star Wars miniseries, this is the next stretch goal; the alternate reality of if Glenn had died and the dads had to go rescue him from the Entourage universe.