

Season 6 Episode 1

Dungeons and Dragons

0:00 – Intro Music

0:36 – Intro/ News

Joe: Hi, welcome to 2 GMs 1 Mic, I'm Joe

Kevin: and I'm Kevin

J: and this is Season 6, Episode 1: D&D. We don't have a catchy title yet, it will be in the show notes,

K: We'll just edit it over with something else

J: No we won't. But yeah, so, we're back! Sorry we're starting so late. I went to Bolivia to help the poor and ended up getting 3rd world hell diarrhea for 2 weeks

K: That's true

J: Mhm. So our recording schedule got pushed a little bit. Pushed like I was doing for 2 weeks.

K: Yeah, Joe is now essentially a skeleton

J: I am, I lost 25 pounds in 10 days because of said 3rd world hell diarrhea.

K: He also tested positive for malaria!

J: Yeah, apparently I got malaria, but the doxycycline prophylaxis worked, so I didn't actually get malaria, I just got all of the antibodies for malaria.

K: So yeah, this was almost 1 GM 1 Mic.

J: I know. Although I wasn't really close to death. I really wanted to be. Oh, I also, just as a personal side note for those of you who are worried about me, I am fully recovered, no problem. I did have to go to a Panamanian medical clinic in the canal zone. That was an interesting adventure. I'm not going to tell you guys any of my adventures from Bolivia. You'll have to message me or e-mail. Maybe I'll tell you something, otherwise I'm just glad to be back.

K: and for those of you who aren't worried about Joe, soon. Soon we'll get him. [whispers] soon.

J: So in news, Kevin and I are both proud backers of the **7th Sea Kickstarter**

K: Oh yeah.

J: 1.32 million dollars

K: I gave them all of my Rubles

J: I did too. Not really, I backed the one that gave me a book and a Sorte deck.

K: I think I backed at the same one. Was that the \$80 one?

J: Yeah, \$85 or something

K: Yeah, I backed it at \$85

J: I don't know if they're going to open Backerkit to the public, but if they do and you didn't get in on it, you can... maybe.

K: hopefully

J: yeah, some companies do, some companies don't. I'll post it on the facebook page if they do make it open because that would be cool.

K: You could always just write John Wick and he'll probably be like "Yeah, sure, I'm John Wick, I do whatever."

J: Yeah, I mean, they've got, what, 12, 13 books planned?

K: it's an obscene amount

J: Soon, we'll be getting out PDFs from the first edition

K: you know, it's like 15 years' worth of backlog

J: yeah, it's quite a bit. I'm pretty excited. I like the direction they've taken the game in. Maybe we'll have to play it and talk about it on the show

K: [sarcasm] I don't know. I don't think we'll ever play that game.

J: Well no, I know we're going to play it when the book comes out, but the quick start, like their preview. Maybe we should do that with the group and then talk about it on the show in a couple of weeks

K: no.

J: no? well maybe

K: I don't play beta tests, because then I'm burnt out on the real game.

J: it's a thought balloon. And it's not a beta test. It's the same game, it just doesn't have all of the fluff.

K: I need the fluff

J: there's a whole new country that he's added to Thea, as well as Africa and the New World. He kind of added a whole new world and new continent to Thea.

K: don't you dare close your eyes... [singing] "A whole new world"

J: he actually changed the name of the world too. The world is now Terra, Europe is Thea, Africa has a name and the new world has a name.

K: John Wick why? Why you do this to me?

J: All I know is that I backed it so I get the new book and one of the do dads and then I'm probably just going to buy all of the other books as they come out.

K: See, I would get the Sorte deck, but everyone's going to have one of those damn Sorte decks. I'm just gonna go for the dice.

J: For me... I mean I would really like the dice. On Backerkit I may just end up buying a bunch of extra shit. I may just end up bumping myself up to the fuckin' captain level

K: well, I really, really wanted to give them \$1000

J: I did too

K: but I'm poor

J: I also generally don't have \$1000 to spend

K: otherwise, I would have had my character from the last game become a canonical character and that would have been hilarious

J: That would have been awesome actually. You're right, it was \$1000 to make your character come to life. I would have liked my character to become canonical.

K: It would have been great, but unfortunately we're not oil tycoons.

J: no, we're not. We are humble, humble podcasters, and assorted other things. So that was the 7th Sea Kickstarter. It was awesome. I was just amazed watching it go up every day. I really thought they'd hit 1.35

K: Eh, I expected as much, because it has such a large following.

J: I wasn't expecting it to go to 1.3. I wasn't expecting it to go over 1 million. Reading John Wick's e-mails, I actually agreed with him. I thought \$300,000 sounded about right. I thought that was about how much it has in it.

K: nah, I knew it would take off. There were so many factors going into that because there are a ton of old school players that still love 7th Sea, and then there's those people that are influencing newer players that are like "what the hell is a 7th Sea" and then you explain it to them and they're like "that sounds really fucking col, do they have that at the game store" and I'm like "hahahahah no."

J: "No. it's long gone, you can buy it at Drive Thru RPG"

K: So I would explain it to them and they're like "that game sounds fucking sweet" then you've got those large groups of people buzzing about this game that they've heard about but are never going to get to play. Then you've got all of these people coming together and they're like "wait a minute, they're bringing that game back? I've heard of that game" or "my dad played that game" or "I played that game 10 years ago." So everyone is just like "that's really an affordable price for this, might as well get in on this.

J: mhm. I think it was a good deal, and I don't think it was a deal breaker for John Wick. You know, since you and I are such big 7th Sea fans, we should probably get him on the show for an update.

K: That would be pretty cool

J: I think we're going to try that in Season 6. Do you guys out there in TV land think we should do more interviews, have more people on the show, or are you happy with just me and Kevin. I'm not suggesting that I'm not happy with just me and Kevin, although he scares me, but I'm totally down with having other people on the show like for interviews.

K: you know, it wouldn't be bad, I mean, unless you guys don't want it. There is like, what, two of you?

J: yeah, both of you should just write us an e-mail and let us know and we'll see if we can get someone on. I think I do want to talk to John Wick though.

K: that would be really cool

J: So if you listen Mr. Wick, we would like you on the show. And if you don't listen... well, you'll be hearing from us shortly.

K: but yeah, big, big plans for Season 6

J: huge plans for Season 6

K: you guys, you're not even going to recognize the show. Totally, we've got this planned and that planned. Just a small sample of what we're planning on doing –

7:51-8:35 – Music Transition

8:35 – Main Discussion

K: And welcome back

J: it's time to talk **about Dungeons and Dragons 5th edition.**

K: so many editions

J: five! Not if you count anything in the OSR. So, I'm a big fan of 5e. I've mentioned it a few times on the facebook page and I believe I've mentioned it on the show

K: Yeah

J: that I'm a big fan of 5e. It's really opened up my eyes to the Old School Renaissance, which was something that I really started dabbling in last season and that I really started kind of paying attention to last season and now I'm kind of in it. I'm really immersed in it. I'm a big fan of OSRtoday.com and a big fan of just about all of the OSR parts of various forums. **Dragonsfoot** comes to mind as a forum I like. All of these places I'm looking for inspiration of oldschool style games. All of the love I had for **C&C** is now amplified by D&D. Pretty much D&D and C&C are almost completely compatible for me.

K: I'm very fond of the 5th edition take because I've come to the realization that I really don't want too many options when it comes to a roleplaying game. They really allow you to have as many or as little options as you want. When it comes to playing, I don't want to sit there and be like "I gotta stack my D buffs and I've got to position my characters strategically and then activate this one skill that then sets off a chain reaction." If I'm going to play an MMO, I'm going to sit at home in my underpants playing an MMO. I didn't come to the gaming table to sit there and theory craft a warlock that can, I don't know, tank something.

J: Yeah, it's one of the issues I have with Pathfinder, is there are just too many options. Too much.

K: Pathfinder, to me, is Arithmetic: the Game.

J: I don't know if it's quite that bad, but yeah, it is to me. But my biggest criticism is the sheer amount of options. What I like about D&D 5e, for those of you who are unfamiliar with 5e, you have the normal 6 stats, you pick your race and your class. You also pick what's called a background. I really like that. It's usually just a little written story-based thing. Like, you're a smuggler or you're a pirate or you're a warrior or you're a peasant or whatever your background is. Then there's little random tables that allow you to have basically little story, gaming elements. Then each background gives you extra skills.

K: When the game first came out and I read about these backgrounds, I thought that was awesome, because they have one for like everything. You can be a dishonored knight, you can be a hero of a folk village of like 40 people, they're just very well done. They're very interesting

J: Yeah, and they all have story hooks built right into them. You can either pick right from the table or roll on the table or make something up inspired by the 3 tables. There's the one table that's always your, kind of, flaw and there's the one that's like your motivation, then there's the one that's your personality. Those are the 3 aspects that you pick. Then there's always the skill benefit and then a little in-game benefit. Like, the scholar is allowed to visit any university in the world and be given access to the library. Stuff like that. I really like backgrounds. Then at 3rd level, you get to branch your class

K: Which is really neat in itself

J: right, that way, as the DM, you can pick which of those branches you trim. So, if you don't want fighters to ever use magic, you don't let them pick that branch that allows them to use magic. All of the classes have a magic using branch. The Druid, you can be like a Merlin Druid or a shape changing Druid or a Tarzan Druid. At 3rd level you get to choose which path you go down. I think that's really cool. I'm looking forward to more games coming out with more classes that have those paths.

K: I think those paths really help with the issues that people take when they're like "well, I want to be this kind of character, so I'm going to home rule and I'm going to de-balance the system in any kind of way shape or form, by inventing my own class that has all of these things." I feel that it adds a level of, I don't know, intimacy to your class because you're no longer just like "I'm Fighter, at this level I get this skill, at this level I get that skill." Now you can be like "well I'm a warrior but I also have some mysticism about me where I was exposed to this, therefore it makes sense for me to be a magic wielding warrior."

J: Right and you can set that up with the backgrounds too, so it's kind of nice how they weave together.

K: and you don't have to multi-class or split your experience that way

J: You can

K: you can still do that

J: Multi-classing is pretty easy

K: yeah, but you don't have to which is nice. So if you want to be a fighter that also can throw a fireball, you don't have to get to level 3 fighter to subclass into wizard and then everyone else is level 10 and you're fuckin' 6.

J: Yeah, they kind of kept the 3.5 ease of multi-classing, but I like how bases to-hit and skill checks are based on a proficiency bonus. I really dig that and I really love the advantage/ disadvantage system for rolling

K: Advantage/ disadvantage is a lot of fun

J: So, basically, instead of doing a +2 or a -2 bonus when someone asks to roll something, as the DM you can simply give them advantage which means that they roll 2 d20 and take the best or give them disadvantage which means they roll 2 d20 and take the worst.

K: which can be horrible

J: yeah, I think it's probably one of the most elegant solutions to removing annoying arithmetic

K: it is pretty good

J: I dig that a lot. So far, I have not yet picked up **Curse of Strahd**, the new book by Wizards of the Coast, although, between the two of us, I think we have all of the rest of them.

K: I'm pretty sure we do.

J: yeah, **Rise of Tiamat**, **Hoard of the Dragon Queen**,

K: **Temple of Elemental Evil**

J: You have something of Evil, Princes of Evil?

K: Princes of Evil [**Princes of the Apocalypse**], then there's the Hoard one

J: no it's um, **Out of the Abyss**

K: That's what it is

J: so, it seems like, between us, we have all of them but Curse of Strahd, which I've read some reviews of and it sounds pretty cool. Maybe I'll talk about it on the show when I get it.

K: there you go.

J: But so far, I've really enjoyed D&D a lot and I'm very happy with it. Did you see the online store that WotC set up in partnership with Drive Thru RPG

K: No, I have not

J: They actually have now a way that you can write within the intellectual property of Wizards and sell it online

K: oh really?

J: Yeah, link in the Show Notes, I can't remember the name off the top of my head, but it's like D&D Zone or D&D classics or something like that, but you can actually use their IP and some of their art and do your own kind of, not OGL, but do your own D&D stuff and then sell it

K: that's pretty cool

J: Mhm, they take a cut and One Bookshelf takes a cut, so you end up making less than if you had created a D&D 5e supplement with the OGL, which is available now, but you can be in the forgotten realms and use official stuff and even if they don't pay you, they will credit you if they use any of your stuff in the future.

K: That's not bad

J: no, it's actually kind of a cool deal. I kind of like the idea. I think it's really cool for organized play. Also, in preparing for this episode, I've been poking around the Wizards site and they have a bunch of free adventures and stuff you can download for D&D 5e. A lot of people have complained that not enough stuff has come out for it, but everything that wizards and TSR before it is now available online as a PDF. So, I mean, what else do they have to write?

K: I don't see how they're complaining about not having enough stuff for the game.

J: Some people are saying that not enough stuff is coming out regularly

K: What do you mean? Like, I swear to god, for the first, like, year there was something new every month for that game

J: No, there's only the 6 books or 7 books

K: it's been out for like a year

J: People think more stuff should come out, I'm of the opinion that the printed stuff is fine. At least 2 of the books I have, Hoard of the Dragon Queen and Rise of Tiamat, those are one game. One monster campaign that takes you from 1 to 20. The Out of the Abyss is levels 1 to 10 or 1 to 15. Curse of Strahd is, I think, the same. And then, Princes of Evil is the same thing. So that's 5 campaigns right there that are available, written, good to go.

K: I don't understand the complaint there

J: I've seen it too... oh I have the other book, **The Sword Coast [Adventurer's Guide]**. That one's not so much a campaign as it is a description of that part of the Forgotten Realms. Which is a great place to start, it's a great place to have your adventures in a part of the realms that's never been described before. So, it's kinda cool that even with their official support, they've been very good, I think, at giving people enough to play. Then digitally you have their entire back catalogue from 1976 until now.

K: and we're not even touching on the fact that it's compatible with almost any D20 anything ever created

J: In fact, I believe it's in the DMG, or it might be in the player's handbook, not it's in the DMG, they actually tell you how to convert from one to the other. I think that's available as a free PDF. How to convert from any of the old editions to D&D 5e

K: so yeah, that's tons of things to touch

J: yeah, they don't really need much in the way of new stuff, in my opinion. They really should concentrate on releasing things like Hoard of the Dragon Queen or Curse of Strhad, from what I've heard of it, or Out of the Abyss, something that's huge and good and beautiful, you know. Really concentrate on stuff they're going to put into print. Now they've got this community based and community organized organ for pumping out cannon. I think there's plenty of information out there to run D&D right now.

K: Oh yeah,

J: Plus, for me, it's kind of nice having just the 3 books and that's all you need.

K: I do love that. I love being able to be quick and concise when it comes to a system verses everyone's been playing this kind of edition so I need this rule from this book and this skill from this book and this unheard of thing from this one-time printed supplement that someone made in their garage that somehow slipped into cannon.

J: I was looking at my C&C books the other day and thinking about Dungeons and Dragons vs. **Castles and Crusades**. I noticed that I do have a lot of rule books for Castles & Crusades but, much like the things that I think D&D has been doing now, when you look at the things I have for Castles & crusades, you couldn't use them all together. That wouldn't work at all. Like, I can't use Codex Nordica and Codex

Celtarum in the same game really. They wouldn't look the same. Or Rune Lore for that matter. You kind of have to pick and choose which option you're going to go with. I mean, I can make C&C feel very different with just one of two of the supplemental books I have. I mean, we always use **Of Gods and Monsters**.

K: People hate that book sometimes

J: Yeah, some people on the internet hate that book, I think it's the best Old School supplement I have ever played ever. Or at least old school thing that I have used in play. I think it's hilarious because you can have the god that lets you make flowers appear at any time and that's your special power and another one that gives you +1 to all of your stats.

K: The people that complain that that's completely unbalanced and not play tested just don't understand the concept of fun

J: I agree. I don't know if you and I have had this discussion on the show, but I know Nicky and I did at one point where we talked about game balance and I'm firmly in the camp of Fuck Game Balance. If you have a GM, you can't plan for game balance. There's no point.

K: if the game is not an automated game that's being run by itself or through some procedurally generated processes,

J: then it doesn't matter,

K: it doesn't matter. You can't balance it. There's always going to be one person at the table that is literally smarter than you. He is going to out think you, he is going to out play you or his dice are going to get better than you. You can't really balance so much random player-driven content.

J: and you can't balance against a GM. The GM can just say, "Look, the giant whale monster with 8 titties is floating through the air to kill you"

K: yeah

J: and you're done. You've just been drowned in whale titty milk. Done. Don't like that example?

K: That's a nightmare onto its own

J: Well, it was the first thing that popped into my head

K: Now we all know where Joe's mind goes

J: sorry

K: Whale titties.

J: it was a picture I saw on the internet and it has never left me. But yeah, as long as you have a GM, game balance doesn't matter. And that's why I still love Of Gods and Monsters, and I'm so glad that I can actually use it with D&D now.

K: yeah

J: I could basically pick it up and just use it. We could use it with D&D without a problem

K: it's true

J: So is there anything about D&D 5e you don't like?

K: It's still D20. I'm not a big fan of D20 as a whole.

J: As in, you don't like rolling a D20 and adding things

K: Yeah, it feels very pigeon holed. It feels backward in a way with how far gaming has gone and how many different systems there are and how many different ways to calculate anything. I've just become more biased.

J: Do you like rolling multiple dice? Does it just feel better

K: Feels better to roll multiple dice. It feels better to visually see multiple successes verses one big success. Now, I'm not saying I don't enjoy rolling a D20 here and there. It's still good. At the end of the day, it's all the same kind of statistics of this many successes is still going to be the same kind of success chance on this die as that. I don't know. It's just something about rolling a D20, I historically roll terribly on D20s. Just absolute garbage.

J: So does Josh, historically speaking

K: I can only roll average, at best

J: I understand

K: I feel like there's a little more control with multiple dice. It doesn't feel so much up to fate whether or not your die is going to sit there and dance on 19 and then roll back over to a 3

J: mhm.

K: That happens to me all of the time. I watch it. I see it

J: I've seen it too, it's pretty funny. My dice generally want to murder you guys when we play a game. Sometimes we'll have 2/3 sessions where my dice just love you guys and they just roll over backwards and then I'll have one night where my dice just murder you. Just constantly try to murder you guys. When it comes to the new D&D, I don't think I have any major problems with it, frankly. I didn't like the dungeon punk aspect of 3.0 and 3.5, 4th edition, I've never played so I don't have an opinion. Well, of course I have an opinion, but it's baseless. Then 5e looks to me like it went back to 2nd edition D&D. One

of the things I don't like about D&D, I should say, is that I am unhappy that D&D 5th edition is probably going to take over the hobby again and be the game where you tell people "We play D&D, but we don't actually play D&D, we play other roleplaying games." You know, like "we play games like D&D but they're not D&D but that's the only one you've heard of." I feel like it's going to go back to that. Especially with 5e having an OGL. And again, these are exciting things. I mean, I'm a fan of the game. So I don't think that's necessarily bad, but it does seem to suck the air out of the hobby sometimes when there's a huge player like that.

K: I don't know if I feel like that at all, because now it's easier if D&D isn't so... Over the years, D&D has literally been the golden turd in the room. Like "HAHA I'm Dungeons and Dragons, I'm King Shit of Turd Mountain" and a lot of people are like "well, I play Pathfinder" and then it's like "What's pathfinder" and they have to be like "It's like D&D except it doesn't suck." But now you can say "I play games like D&D" and then you don't have to preface it as "it's like D&D but it doesn't suck."

J: That's true, I just feel like when D&D 4th was out, that the industry was having a lot of really cool innovative stuff come out, or become more popular. Things like FATE and Pathfinder. I just felt like there was more innovation going on and I'm worried about D&D 5e sucking all that out and just seeing everything be 5e.

K: Eh, I don't even think that's possible anymore.

J: you're probably right, my fears may be baseless. It's funny how Pathfinder used to be the game that out D&D'd D&D and now I think it's interesting how D&D has a completely different ethos in reading it than Pathfinder does. Pathfinder capped that more epic feel, dungeon punk, kind of 3.5 feel to it where everything is super magical or constructed or very fantastic, where as I feel the new D&D has moved back to its more Tolkien-like roots. Speaking of which, did you hear that they're doing a D&D 5th edition version of The Hobbit as a role-playing game. They're doing Lord of the Rings roleplaying game using the D&D engine.

K: Are they going to make it into 3 books with stuff from the Silmarillion so Peter Jackson can swim in another pool full of cash?

J: No, I think it's a single book if I can recall correctly. Cubicle 7 is doing it.

K: So it'll be pretty good

J: Yeah, granted, ever since **Middle Earth Roleplaying Game**, or MERP as it was known, went out of print with... not the death of **Rolemaster**, but the going away of Rolemaster, it seems like the Lord of the Rings property has been cursed. So like, people get it, then it goes away and comes back and then it goes away, so.

K: Well, you know, Lord of the Rings is incredibly hard to do well because of its large and diverse fan base. You've got people in their 80s going [old man voice] "I read Lord of the Rings back when it was good, before any of you whipper snappers even known what a frobo is."

J: I don't know, I enjoyed Lord of the Rings when I was a kid and the older I got the less I liked it, so... I think it's cool that they're doing another version of it and since it's D&D, I might actually pick it up.

K: I don't know, I've never been a big fan of Lord of the Rings. Like, the movies were coming out when I was in middle school or something. I remember my mom pushed really hard for me to read The Hobbit in 8th grade and I was reading the hobbit and... I don't want to insult Tolkien to his dead face, but I couldn't really get behind his writing style.

J: Well, he wrote like an early 20th century Englishman, which he was.

K: and so it doesn't really speak to me on a literary level. So I sit there and I was reading it and I got halfway through... Amanda wanted to reread The Hobbit, so I went and got my copy of The Hobbit, which was covered in 2 inches of dust, and she pulls it out and literally finds my bookmark from 8th grade, which was a post-it note folded up, and she's like "have you been reading this recently" and it's like "...obviously." I quit in an unceremonious in the middle of a chapter, like halfway through the book. And I've only done that with like 2 books in my entire life.

J: Some of those classics, especially those written in a type of English that we're not as comfortable with nowadays, should probably be read younger when our tolerance is higher. I know I get a lot of shit for this, and I'm sure I'm going to get shit from both of our fans about this, but I have never been able to finish Dune. I have only been able to read like the first 30 pages before I'm like "I'm done with this, I can't do this."

K: you know, we were listening to Dune on the way back from Texas when Amanda bought her new car and I think it sounds good in the theater of the mind with voice acting because there's multiple chapters of it that have different kinds of readers. So you have the ones that are actual voice actors where you have them reading everyone's' part and then a narrator in between, and then there's other ones where someone's just reading the whole thing and then kind of changing the inflection of his voice to denote another person speaking. And it was like listening to old radio drama and it was very engaging, but I don't know if I could ever read Dune.

J: Yeah, like I said, I've never been able to make it through. It's on my list. I'd like to try it one day, but we'll see. Sometimes I like to read very colloquial English and then sometimes I like to read something else in a different language. It all depends. I have very strange reading habits. I just finished a fantasy book that I won't mention because I did not like it. I read the whole things because I was sick. Actually right after I was getting better from being sick, but when I'm sick, I generally watch movies or TV because I can't concentrate enough to read, but as I got better I read this book and I just didn't like it. It was kind of dumb.

K: That happens sometimes

J: yeah, sometimes I pick up books and they're just kinda dumb. But, honestly, the one thing that the book did do was gave me a bunch of cool ideas for D&D

K: And that's all that matters, is where you can get your inspiration from.

J: Yeah, so there is that. I also get a lot of inspiration for D&D from westerns actually.

K: Everything you do in your life you get inspiration from westerns.

J: That's true. Did we ever do a western genre show? That's been on our list of shows we should do and I don't remember if we actually did it or not.

K: I don't know if we did it or not either

J: I'll have to look in the show notes and see if we did that. Sorry both of you. We forget sometimes what we've done in the past. There's been a lot of show

K: You know what's really cool? When you guys write in and tell us what you want to hear about

J: Yeah, that's the best

K: That's really great

J: That is probably the most super duper thing any of you could ever do

K: We had like 2 people do it before. It was awesome

J: You guys should totes do it, you get a shout out and our eternal love

K: Hell, if you guys want to do it again and ask for something different, because we know you'll do it again!

J: yeah, I mean, we have a lot of cool and crazy plans this season, but oh man could we use some more crazy plans.

K: The more craziness you feed us, the more you get back

J: That's right, so you guys write to us

K: Tell us your dreams

J: Well, I think we're done with D&D, so you want to talk about some D&D stuff now

K: I guess we'll talk about D&D stuff

J: Let's take a little break and when we come back, we will do favorite game of the week

33:15-33:45 – Music Transition

33:46 – Kevin and Joe's Favorite Games of the Week

J: And welcome back

K: We were gone so long

J: It was, it was forever. So my book, my favorite game this week, is actually the D&D **Dungeon Master's Guide**, the 5th Edition one

K: Which is convenient because mine is the Player's Guide

J: Excellent, excellent. So, I actually really like the new DMG. It does rehash a lot of the old stuff, only there's nothing that I could tell was plagiarized from them, so it's all brand new writing. The advice is fairly solid. I think the best things in it are probably the random generators, because you know how I always hone in on that stuff. They have a random magic item generator that's got 20 different tables you can roll on to create the thing. It's got different boons and the opposite of boons and a lot of personality stuff and different magic powers and curses and stuff. It's really cool. The other thing that the DMG has that's random that I absolutely love is a random dungeon generator where you can sit down with graph paper and it will create a coherent dungeon based on the theme you pick

K: Nice

J: yeah, and you can actually sit there and do it and it will give you a dungeon of multiple levels of any size you need.

K: Cool

J: Mhm. Other than that it's got all of the basic stuff. My favorite piece of art is on page 269. It's a woman in medieval armor shooting a tentacle horror with a laser gun while riding on a jet pack. For me, that just screams everything I love about Dungeons and Dragons, and the old school Dungeons and Dragons especially. I love that shit. I like aliens and laser guns in my games.

K: Which is why most of Joe's games die

J: Joe's games mostly die because Joe has gamer ADD real bad and it just goes "I'm not having fun anymore." That's really what kills my games, I think, more than anything

K: Anything else you'd like to touch on?

J: Yeah, a lot of the advice in here is actually really good. It's pretty concise because they have to cram all of the cannon into it. The first chapter is creating a campaign world and discussing how campaign style works. They have Zero-to-Hero campaign style, the Epic campaign style where you already have level 1 heroes being really powerful, they have that stuff built into the game. They've also got their manual of the Plains, so to speak. The best advice in this game is probably the "Creating Adventures" chapter because it's got a lot of brain power behind it, so to speak. You have a lot of really good advice for it. In fact, it has an entire chapter on one of the most important aspects, I think, of a good adventure, which is good NPCs. You get an entire chapter on how to run them in the background of an adventure while keeping everything coherent and not railroading the players

K: That's good

J: It is, it's very good. They also have, of course, the random treasure tables which I mentioned which I think are cool. Then they have a few combat and ability options that are thrown in there. There are six pages of maps in here. They're small and they're all available online as full page. Really, I think the most important part of any of these books, that Wizards of the Coast is producing for the new Dungeons and Dragons, I think the most important stuff they have are their online resources devoted to each book. So, each book not only has a kind of bare bones version available for free, they also have a lot of resources that are available as well. In fact, the basic rules from the Player's Handbook, the basic 4 classes, the basic 4 races and all of the rules, are available for free so you can download that for free and then run any of their published campaigns for free, frankly. The DMG has a lot of extras available on the internet. I think it's a solid iteration of the Dungeon Master's Guide. I've read all of them at this point, except 4th editions, and I have to say it's worth having. The dungeons alone have been fantastic for me. Big fan of random tables

K: Yeah you are

J: I like random tables when I build a world or I build an adventure, I go for a coherent whole and I sort of build this static image in my mind of what the world is like and then I use the random tables to surprise me. To change up the way the world feels. I feel like adding those odd elements makes the world feel more organic. I don't mean odd like throwing laser guns into Hobbiton, I mean odd like "what's this guy do for a living?" roll on the table, "He's a baker." Stuff that I haven't made decisions on, I can kind of have my hand forced and it creates, in my mind, a much more alive kind of world. A much more living world.

K: It draws faces on all of your stick people

J: Correct, yeah. And it animates them. Makes them move, gives them motivation. That's why I like random tables. Sometimes I ignore the results, but I do enjoy random tables because of that injection of inspiration.

K: I like random tables because it takes things out of my control. Like when you're randomly rolling for treasure and you rolled dick and you got garbage. Don't be mad at me, you rolled it.

J: Yeah, there's that. I like to do all of that beforehand. You know me, I'm a prepper GM. I like to do all of my random stuff before the game starts.

K: I'll do that sometimes, I'll roll the random treasure out, but sometimes it's like, no you deserve something to roll on, see what you get, oh you found a scroll. It's not even a spell, just a scroll.

J: That's why, if I'm going to talk about random treasure tables, better than the D&D DMG is probably the Monsters and Treasure book for Castles & Crusades. I think that one has the best D&D treasure table

K: It's my favorite random treasure table

J: You can actually randomize just about anything. The DMG does a pretty good job of giving you the ability to create random magic items in such a way that you can create a unique and cool magic item just through random tables, which the M&T does not have.

K: Yeah it does,

J: It has a "Create Your Own" table?

K: No, it has a "Create Your Own Magic Item," like you can make sentient weapons and shit on it

J: Is there a table for it

K: Yeah,

J: Oh, which I have not read as much in the M&T

K: I only know because I had a campaign where sentient weapons were a very big thing. That's why I know that exists verses you don't

J: yeah

K: Because you don't use them as much

J: That's true, I don't. I have to be forced to use magic weapons most of the time. I have to have my hand forced. It's not natural to me. So you did the Player's Handbook

K: I did the **Player's Handbook**, which is a player's handbook. Now, most of you out there know what a player's handbook contains. It has everything you need to make a character and play. It even has enough rules to get you going so that you don't even need the Dungeon Master's guide. So it's got all of the rules, which, by now you've probably heard us talk about every single one of them in detail. It even has optional rules which is Multi-Classing and Feats, because Feats are no longer standard. It's really worth the money.

J: You know, most people that I've read online, they always use Feats and Multi-Classing. They never ditch any of the optional rules.

K: I find that that is mostly a personal choice when it comes to these games, because people play games different than us. We play games wrong.

J: Probably

K: We don't sit there and play the same game for years at a time until our characters die. We play games for like 6 months tops, and then pick a new game and go. We very rarely revisit any characters, let alone systems. I mean, we have been getting into that cycle of hitting all of the systems again that we love. That could just be us desperately grasping at keeping the gaming group going, but that's a whole different jar of worms.

J: Actually, I think 7th Sea will fix that. The new 7th Sea will get us out of our gaming doldrums

K: But the Player's Handbook is something, I feel, everyone should have for a game that they plan on playing. I mean, they can be expensive, but in this case, the internet has kind of ruined the price point. You can go to your local gaming store and support them and pay \$50 or you can go on Amazon and get it for \$25

J: Right or you can download the basic stuff for free when it comes to D&D

K: Right, and the basic stuff has all of the watered down information and no art, but I am a very firm believer that if you love the game, and you want to enjoy it, you should really have the book in your hands and enjoy everything about it. Without that, you're kind of doing you're kind of doing yourself a disservice. I mean, sure, you're creative, but the people that are the creative engines behind the game have thrown this together to get you not only playing, but excited to play, and I feel like when you don't buy a book, you're not really committing. I am the most non-committal gamer because I am poor as hell, I very rarely buy a book, and if I do buy a book, it's because Amanda wants the book and we're going halves.

J: Which makes it more palatable.

K: it does, when you're a gaming couple vs. a gaming solo person, now it's no longer that I need this expensive book for myself, it's that we need this book because we need it together.

J: Which does cut the cost down. My wife is not a gamer, so I just always have to eat it.

K: Yeah, and they have to fight over who gets the Gucci Shoes

J: Yeah, I like the red ones, just sayin'.

K: You don't have the calves for it.

J: I don't, I don't. You're right. I need to believe more in leg day. Especially now that I've lost like all of my muscle tone.

K: You lost everything in that shit storm.

J: I did, I lost everything. Although I did learn the most important part of my 3rd world hellhole diarrhea, and that is that it is the "Yellow Rain" in Bolivia. So what's the dragon got for us? Is he still alive, is the dragon still around? Because it's been a while since we've recorded

K: Did you feed him

J: That was your job

K: No, that was your job

J: Oh, he does have a review. He's angry. Let's leave him in the cage for now and let's see what he wrote about. Oh, **Lords of Rust** for the **Iron Gods** Adventure Path

K: Oh

J: Yeah, I actually covered this when it came out for Gen Con. I have the first adventure and I have the technology and the Planets guide

K: Is this the one where I told the owner at Pathfinder that this was Expedition of the Barrier Peaks and he got kind of miffed?

J: I don't think he got miffed, I think he realized you got it. And yeah, it's like super Expedition of the Barrier Peaks. It's got aliens and laser guns and all of the cool shit that I like. In fact, one of the character races in the Iron Gods Adventure Packs is an android, and they've forgotten – or they haven't forgotten who they are but when they die their soul gets uploaded into a new body

K: I thought when their soul dies then a new soul enters that body

J: That's what it was, yeah

K: Because I thought that was awesome

J: Yeah that's how it worked. I knew it had something to do with soul transfer because their soul goes away and a new soul wakes up in their body.

K: This led to that epic 30 minute Star Trek conversation that we had

J: Yes it did, which I think is on a blooper reel somewhere

K: That's like 2 seasons ago

J: It was a while ago. So, it's nice that the Dragon gave us something for Iron Gods because I'm probably eventually going to pick up all of them because I think it's really cool. So Lords of Rust is the second adventure in the path. It builds off of the first one, off of the town of Torch, where they had the big robo-laser volcano butthole thing. The Lords of Rust are an evil cult that is in the area. They sort of take over the town where the PCs are staying. There is a big chunk of alien ship called the Scrapwall that the PCs have to go and investigate to get rid of the Lords of Rust. There's not a whole lot of new mechanics in the book, but there are a few new spells. The one I thought was coolest was "Semblance of Flesh" which allows the spellcaster to make a construct appear as a human, so you can hide androids and whatnot. There are also some new monsters. The Rust Risen is a new machine/ghoul hybrid monster thing. That looks really cool. One of the things that's in this book that I really liked and that the Dragon also liked was the fluff on the lesser machine god, Brigh, who is actually the computer core that you discover in the first adventure, the one that runs the Torch itself. Her religion follows the logic of design and has its basic ideas in innovation, experimentation, documentation, discovery. It's like the science god. So that's pretty cool. Then there's the evil "Technic League" which is attempting to take over all of Numeria. Numeria is the region all of these adventures take place in, which is a chunk of the Pathfinder

world where an alien spacecraft crash landed like a million years ago. So they kind of pick and choose things from it. There's a lot of alien influenced, a lot of psy-tech stuff that I really dig. Iron Gods in general and Lords of Rust in specific is the exact kind of game that I always want to play with D&D.

K: Oh I know it is

J: Which I will bring up for Currently Playing.

K: There we go

J: So do you want to talk about Currently Playing? I guess we'll go into Currently Playing.

48:22- 49:32 – Music Transition

49:33 – Currently Playing

K: And we're back

J: To currently playing! I'm running D&D, surprise!

K: What were we playing before that in the last episode we recorded?

J: Probably Shard or 7th Sea or we were gearing up for something that we have since forgotten

K: Whatever it was, it died. It died a very boring death.

J: It Joe'd out.

K: I mean, we did finish 7th Sea. I think we covered finishing 7th Sea

J: Yes, we did finish 7th Sea and then I think we were going to play Shard and then I was just happy to be here and had no idea what to play Shard with

K: Yeah, so Shard petered out. Then did we play D&D after that?

J: I think so, I think I said "Hey guys, let's play D&D" and I had an idea for D&D and everybody got excited. Well, everybody was like "okay."

K: That's about it.

J: Yeah, so, I set up a game wherein there is a planet discovered by the so called "Federation of Planets" wherein the planet has magic on it and it's a D&D world and the PCs have to pretend to be the fantasy people but are actually science people working out their things on the planet. I thought it helped with the roleplaying because everybody doesn't now have to be someone from an alien world, they can pretend to be in a much more relatable future and deal with the messy primitives. I really like that aspect of the game so far.

K: Yeah

J: So it covers, in the game itself, which is probably going to die, ancient alien conspiracies and magic as Jedi- aides and laser guns and all of the PCs get mentioned because of the aforementioned midichlorians.

K: The Jedi-betes

J: and then people whose faces are actually like giant fists that uncurl into tentacle faces and they grow limbs and attack people with dark magic, which is actually technology.

K: It was a cool story to play in, it just kind of died because Joe was having the rains down in Africa.

J: Yeah, I went to Bolivia and then I poo'd for a week and then I came back and just wanted to talk and not play and then I poo'd for another week or two and then I got back and we were like "are we still playing D&D, what's going on," so 5 weeks kills pretty much any game.

K: Yeah, there is talks of like 2 hours ago that we might switch to another game

J: There are hints that one person really wants to play Deadlands. Right now, I really think that the group wants to be in a holding pattern until C&C comes out – I'm sorry... 7th Sea comes out; because all of us backed it so I think we're all kind of in a holding pattern for Castles—... 7th Sea

K: It's because of that "C"

J: I always confuse 7th Sea and C&C, I always say them wrong. And then I'm like wait, no, I don't mean 7th Sea, I mean Castles and Crusades.

K: Castles and Seas... 7ths and Crusades

J: 7ths and Crusades, that would be a fun game though

K: 7ths and Crusades?

K: Yeah 7th Crusades. I mean, I have tried to run 7th Sea quite a bit. I mean, who knows, maybe we'll run that instead. Deadlands is one of them. Scion got brought up with loving tones.

K: It has been...

J: Quite a while

K: It's been 8 years or so since we played Scion

J: Mhm, it has been quite a bit.

K: Because Matt was still with us

J: Yeah, poor Matt

K: Before he passed away to the middle of Indiana

J: Yeah, before he moved away. So, I mean, Scion's been up there. I don't know. Like I said, my mind is still mixed up in robots and laser guns fighting barbarians with oiled feuds.

K: Maybe I'll just pitch another—

J: Gundam game?

K: Yeah, remnants

J: Who knows, I'm down for anything. So right now we're playing slightly gonzo D&D which I have, in my head, dialed to a 1 because I really wanted tentacle beasts and laser guns everywhere. But, I dialed it back. I will do a quick shout out to one of the inspirations which is a Dungeon Crawl Classics module known as the Wizard of Calibraxis. It's \$1 and if any of you pick it up and read it, you will know exactly what I was shooting for.

K: But yeah, currently playing

J: Yeah, that's the ins and outs of the Joe and Kevin Group, or Kevin and Joe group. The KJ Crew, if you will

K: These are all reasons as to why Joe had no friends as a child

J: Yeah, I know, I know, I know.

K: You all missed the robotic arm swinging and mild dancing.

J: It was necessary. It was necessary for my Joie de vivre

K: Anyways, the way we solved Joe's problem with the hip thrusting with the water bottle and we just sprayed him in the face.

J: Mhm, that stopped my hip thrusting. Now I just do it internally like one of those Japanese—no. I won't even go there. But, where I will go is to tell you guys in TV Land to make sure to e-mail or twitter us or facebook us or call the number, which I got so excited. We actually had someone call the number while we were on break. It was a spam call for someone trying to sell us air conditioners or something.

K: Yes!

J: But someone actually called it

K: Did it go to your phone?

J: Yeah, I get an e-mail that's voice to text.

K: That's funny

J: Yeah, it was really cool. So, other than that, then the call previous to that was Gen Con2 years ago from one of the reps from Pathfinder.

K: Nice

J: and it was so garbled that I had to listen to it because the speech to text was just awful.

K: "Hello this is Shannon. Refrigerator"

J: It was terrible, it made no sense. It was like "Hey Joe, monkey N X 5" it was very strange. But you can call us. Please do. You can give us ideas for episodes. And yeah. Those are the 4 ways to get us. E-mail, facebook, twitter, phone number

K: Smoke signal [fake laughter] you've never heard that before!

J: yeah. I mean, We can make all the same jokes but really at this point it's not necessary, I would just like to say this is Joe of 2 GMs 1 Mic signing out. Kevin?

K: Farewell, from the world of last week!

56:15-57:29 – Exit Music

56: 34 – Credits.

J: 2 GMs 1 Mic is a 3 Die Stunt production hosted by Me, Joe, and co-hosted by this guy, Kevin, produced by that guy, Jay. Music is Roll the Dice, Make My Day (Stick Jones Remix), originally by the Mustard Men.