Dungeons and Daddies

Dungeon Master: Anthony Burch

Glenn Close​: Freddie Wong

Darryl Wilson​: Matt Arnold

Henry Oak​: Will Campos

Ron Stampler​: Beth May

Episode 31 – Home! Err...the Odyssey!

[*jangley guitar background music starts*]

**Freddie:** At Air D&D, we believe in connecting travelers with distinctive, unique spaces all across the Forgotten Realms. Real reviews left by real travelers just like you means you'll know exactly what to expect before you check in. Here's a review of the Vixen's Gale just outside Neverwinter.

**Beth:** [*continuously perky*] Our scheduled check-in time was 3:00 p.m. At 8:45 p.m., a man stumbled out into the alley to hock the biggest loogie I, or my husband, had ever seen, which landed on our youngest daughter. He asked if we were checking in, and offered to grab our bags. He smelled like ham dipped in old milk, and he could not have been nicer!

Later, my husband and I grabbed drinks at the bar. The tables are so stick you have to lap your ale right from the flagon like a dog! Between hooded figures beckoning us over with bloody fingers and a stream of fresh-faced adventurers with unbalanced parties, there were plenty of people to talk to.

While there, we saw four extremely wealthy adult humans with six children in tow get a room no questions asked. There was no mattress, and I woke up covered in blood to find my husband murdered with a dagger! My daughters and I can't wait to go back! Five stars!

**Freddie:** Book your next trip to a roadside inn or tavern on Air D&D.

[*country music finishes*]

[*intro music plays*]

**Freddie:** Welcome, ladies and gentlemen, to Dungeons & Daddies, and as of last episode, finally, a D&D podcast.

**Will:** Yes!

**Freddie:** It's a podcast about four dads from our world floating into the Forgotten Realms and the quest to rescue their lost sons. My name is Freddie Wong. I play Glenn Close, the rock and roll bard of the group. This week's Glenn fact: So we got a sneak peek at [*Bartholomew voice*] Bartholomew the Bard [*normal voice*] last week.

**Matt:**  That was a full peek!

**Freddie:** Glenn is actually making a reference there that you don't know about. Bartholomew was the first band leader in the first band that Glenn was in. It was Bart and the Good Time Boys. It was like a bluegrass hoedown band, and Glenn hated Bartholomew. His name was Bart Samson.

**Will:** [*laughter*] No!

**Freddie:** So he hated old Bart Samson, hated that cartoon-ass band, and was making fun of old Bart. He wanted him to play washtub bass, and he was like, "Fuck this. I'm out."

**Beth:** This is all so specific.

**Will:** Bart Samson. I want to learn more about Bart!

**Matt:**  Bart. Bart seems like a cool dude.

**Freddie:** We may learn a little bit more if Glenn needs to bring out the old... what Glenn thinks of when he thinks traveling bard asshole.

**Will:** I was hoping you were going to name your bard ‘Balthazar’, which I feel like is what Shakespeare always names the bards in his plays. It feels like—

**Freddie:** Glenn didn't read any of that shit when he was in school, are you kidding?

**Will:** There's always a moment in a Shakespeare play where somebody turns to Balthazar and is like, "Balthazar, drop me a fat-ass poem." Then Balthazar sings a poem, and it's a whole thing, and then, in high school, I have to write an essay about the poem.

**Beth:** I think there might be a Balthazar in *Merchant of Venice*, but—

**Will:** I know for sure there's one in *Much Ado About Nothing*.

**Beth:** Oh.

**Will:** That's my main Balthazar.

**Beth:** Nice.

**Will:** That's the Balthazar I stan.

**Freddie:** ‘Famous Shakespeare Balthazars’... Oh, he's also in *Romeo and Juliet!*

**Will:** See? He's kind of like the Nick Fury of the Shakespeare universe.

**Freddie:** There's a Balthazar in *Merchant of Venice*, *Much Ado About Nothing*, *Comedy of Errors*, and *Romeo and Juliet*.

**Beth:** Oh, Comedy of... Eh.

**Will:** He's like Stan Lee.

**Matt:**  Is that the same Balthazar, or is that like Anthony always using the names ‘Jimmy’ and ‘Ellory’ for every single character?

**Will:** [*laughs*]

**Matt:** Is it the same character, or is it just, Shakespeare ran out of names?

**Anthony:** It's just for my working drafts. Just because you read a horror sex comedy where Ellory ripped Jimmy's dick off doesn't mean that it's canonically the characters from VGHS.

**Beth:** It's a really good sex horror comedy, too.

**Will:** Mama mia!

**Matt:**  It is. Mama mia. All right—

**Beth:** Yeah.

**Anthony:** No one will ever see it.

**Matt:**  Hi, my name is Matt Arnold. I play Darryl Wilson, a stay-at-home—very much so—a stay-at-home coach dad who turns into a barbarian once he enters the Forgotten Realms. Just because I'm so excited to play fucking Dungeons & Dragons, I just... keeping it simple here. Just that Darryl's favorite ice cream is Rocky Road. That's about it.

**Beth:** Nice

**Will:** Wow!

**Freddie:** That's a good ice cream.

**Matt:**  Every time he's on rough road, he goes, *phew*, I feel like ice cream; and then every time he gets Rocky Road, he goes, *phew*, I hope this is the only rocky road we have today. He just—

[*exasperated laughs*]

**Will:** I hope I don't get a flat eating this ice cream!

**Matt:**  Yeah. But it's like a full meal! For ice cream.

**Freddie:** What is your favorite ice cream?

**Matt:**  My favorite ice cream? The opposite.

**Freddie:** Interesting.

**Matt:** I hate Rocky Road. I don't like nuts in ice cream, brownies— Get those nuts out of anything that's not just my hand.

**Beth:** Such range!

[*group* *laughter*]

**Will:** Very good. Very, very good. Well done, Matt. When Darryl eats Rocky Road, the ice cream, does he go like, This is going to go straight to my shocks?

**Freddie:** God.

**Matt:** [*laughs*] No, but... He didn't come up with that, but he overheard another dad say it, and then he uses it all the time. He loves it.

**Will:** That's very good. That's—

**Freddie:** I do like marshmallows in stuff. I'm a fan of marshmallows in stuff.

**Matt:**  Oh, I love marshmallows! Yeah.

**Beth:** I'm a subtle ‘mallow’ fan, you know? I can't have too much ‘marsh’, but a little bit of ‘mallow’. Mellow mallow.

**Matt:**  You know when you see those five-dollar homemade marshmallows that are just four marshmallows that look like a cube?

**Beth:** Custom marshmallows.

**Matt:** And you're like, Who buys those marshmallows? Well, that's me.

[*laughter*]

**Matt:** I buy those marshmallows. I like marshmallows. All right.

**Will:** The Gourmand! Hey, everyone! I'm Will Campos. I play Henry Oak, the granola-munchin’, Birkenstock-rockin’ hippie nature Druid dad. Of the dads. My dad fact this week is... Good news, guys! I have been putting all of my time in social distancing to, remember like we talked about last week? I've been thinking long and hard about what Henry's favorite porn is. Are you ready?

**Freddie:** [*laughing a bit*] Oh no. God...

**Matt:**  Wait, how much... Did you do a lot of research?

**Will:** I did a lot of thinking and a lot of research—

**Freddie:** A lot of hands-on research?

[*laughter*]

**Beth:** And he needs a place to stay now. Cherish just kicked him out.

**Will:** All right, all right. So, Henry's favorite porn... is world peace.

**Freddie:** [*wheezing laugh*]

**Beth:** Mm-mm [*negative*]. No.

**Will:** So, allow me to explain—

**Beth:** I don't want you to.

**Will:** All of Henry's sexual fantasies start with world peace! It's like, All right, well, first things first: world peace, right? Because you got to start there, because then everyone's all laid back and they're, y’know— Think about how much more sexy and uninhibited we would be if there was world peace! So, of course, for Henry, that's where all of his sexual fantasies start when he's—

**Freddie:** Oh! I misheard that as ‘world pees’.

[*laughter*]

**Matt:**  No.

**Will:** Well, that, too!

**Matt:**  No.

**Freddie:** [*disgusted*] Aw!

**Will:** It's like wrestling in a tub of Jell-O for vegans.

[*laughter*]

**Matt:**  What? Oh!

**Will:** It's a big tub full of whirled peas.

**Beth:** I just feel like...

**Anthony:** No, no, no, no, no, that's not what he was saying.

**Freddie:** Oh no, no, no, that's not what I was saying, my friend.

**Matt:**  Oh no.

**Freddie:** Oh no, no, no.

**Anthony:** You are giving him too much credit.

**Will:** I don't know, I don't get it. What?

**Anthony:** As in a verb, not as in a noun.

**Freddie:** When you listen to this later, Will, you're going to really slap your knee.

**Beth:** When you see it, you'll shit bricks.

[*laughter*]

**Anthony:** You're really going to wet yourself.

**Beth:** Well, I just feel like it wouldn't be the right time. Say that there was this happy ending, and the alien invasion was avoided, it wouldn't be the right time to just get, fuckin', a ragin' boner.

**Will:** No, but it's like, the world is just so much more mellow, you know? I imagine Henry always pictures a Star Trek, Gene Roddenberry-esque vision of where everyone—

**Beth:** Yeah, ROD-enberry. Yeah...

**Freddie:** Rods and berries, baby!

**Beth:** Yeah.

**Will:** Anyway, that's Henry's dad fact this week, and I'm sticking to it.

**Beth:** Hey, I'm Beth May, and I play Ron Stampler, emotionally detached stepfather and rogue. Fun meta dad fact this week— not as interesting, maybe, as everybody else's dad facts...

**Matt:**  Yeah, Rocky Road is pretty interesting.

**Beth:** Yeah, it was like... I don't know, yeah, I just yearn for that amount of interest. Somebody on Twitter, where you can reach me @HeyBethMay, asked me—

**Freddie:** Always be plugin'!

**Beth:** Yeah! Like, comment, and subscribe! Asked me if Willy, Ron's father, was related at all to Willy Loman of *Death of a Salesman*, and that is exactly it.

**Will:** Nice! Very good!

**Beth:** My little pretentious theater mind was like... the whole traveling salesman thing... Willy Stampler is based off of Willy Loman. I don't think I've actually read the play all the way through? But ... yeah.

**Matt:**  That was, far and away, the most interesting dad fact, by the way.

**Will:** Well, fuck me, Matt! Geez!

[*laughter*]

**Matt:**  I said ‘interesting’! I didn't say ‘funniest’.

**Freddie:** I like to think I made Will's more interesting, if you know what I mean.

**Will:** I'm still confused about what ‘whirled peas’ means. I don't get it!

**Matt:**  Urine!

**Will:** What, like he whirls his pee?

[*laughter*]

**Matt:** The world pees—

**Freddie:** The entire world urinates on him, like into his mouth and shit, you know?

**Will:** Oh!

**Beth:** Yeah.

**Will:** The world pees!

**Matt and Freddie:** Yeah.

**Will:** Because I've seen those quirky bumper stickers, where it says ‘visualize whirled peas’, like the dish that's made with whirled peas?

**Freddie:** Yeah, that's not what Henry visualizes, if you know what I mean.

**Beth:** Yeah.

**Will:** Just to clarify, when I was saying that it's like a Jell-O fantasy, it's not that the world is wrestling in its own collective urine. That's not what it is. That's not Henry's favorite type of porn.

**Matt:**  Would you guys jump into a pool of Jell-O?

**Beth:** Yeah!

**Anthony:** Of course, why wouldn't you?

**Freddie:** No, you'd die!

**Matt:**  Absolutely.

**Freddie:** You'd die!

**Matt:** No you wouldn't die.

**Anthony:** But what a way to go.

**Freddie:** You'd drown in Jell-O!

**Beth:** So be it.

**Matt:** You wouldn't drown—

**Will:** You’d drown.

**Matt:** You could make air. It'd be worth it. I would do it.

**Freddie:** No, because you can't float in it; you would just sink right to the bottom, and then you would try to gasp for air and you'd fill your lungs with Jell-O!

**Matt:**  There's a air hole up top!

**Beth:** That's a risk I'm willing to take.

**Anthony:** How big is this pool?

**Freddie:** Olympic.

**Matt:**  Yeah, like— [*laughs*]Not Olympic; that's like a football field. Like a outdoor pool a neighbor would have.

**Freddie:** Oh, an outdoor pool.

**Anthony:** No, yeah, you would, I guess—

**Matt:**  That tells you I've never had a pool. My neighbor would have a pool.

**Beth:** And your neighbor is Michael Phelps.

**Anthony:** You definitely would die unless you could somehow reach a ladder inside. No, you would die, but what a way to go.

**Beth:** Yeah.

**Matt:**  You just walk up to the shallow end.

**Anthony:** You'd have to fight your way through the Jell-O to get there.

**Matt:**  I know what I'm doing on TikTok.

**Anthony:** I'm Anthony Burch. I'm your Daddy Master.

**Matt:**  Hello, dad.

**Anthony:** Hello. Yeah, I don't have any fun dad facts. Life is weird. I have no facts, other than I'm currently sitting in my closet.

**Matt:**  Do you miss us?

**Anthony:** [*pauses*]

**Anthony:** You want to play? Everybody ready to play?

**Beth:** I hate that pause.

[*laughter*]

**Matt:** Ah damn.

**Freddie:** Just breezed right past that. Interesting.

**Will:** Devastating.

**Anthony:** So, last episode, you kind of just had a nice little sort of anime beach party chill-out episode, where—

**Freddie:** Can we call those episodes our ‘five footers’, where we walk five feet? You know what I mean? We should have a nickname for those episodes.

**Anthony:** Oh, that's great! Yeah, You had a five-footer.

**Beth:** Doesn't that encourage it?

**Matt:** We went pretty far.

**Freddie:** I know, I know. It's just like a term of endearment. It's like, That was a five-footer.

**Anthony:** You move five narrative feet.

**Freddie:** Yeah, you move five narrative feet.

**Matt:**  We fought a boss, and we played Dungeons & Dragons, and we had a campfire with our kids.

**Anthony:** You did not fight a boss. You had finished running away from a mini boss who you shot once and then walked away from.

**Freddie:** I probably should have executed him, now that I think about it. Oh well.

**Matt:**  Yeah, Freddie really wanted to fight that boss.

**Anthony:** What you were overall trying to accomplish last time was, in order to get home the quickest way, or at least maybe the smartest way, would probably be to link up with Erin O'Neil, the garden witch, and Vince, her two-dimensional paramore. The person who cursed Vince into being two dimensions was a dimensional witch, and you think that maybe, if it's about switching from one dimension to another, then they'll be able to help you.

**Will:** Her two-dimensional Paramore? I prefer her two-dimensional Panic At The Disco, am I right? Guys? Because it's like Paramore? It's like a band?

**Anthony:** [*sarcastically*] Oh, is it?

**Freddie:** I'm not even going to...

**Matt:**  How do you mute Will?

**Will:** I stormed into this podcast asking, “Haven't you people ever opened the goddamn door?” [*laughing at his own joke*]

**Anthony:** I don't know anything about music.

**Matt:**  Me either.

**Anthony:** So, yeah, you just woke up—

**Freddie:** First things first. Glenn's going to check his britches.

**Anthony:** You did not shit yourself.

**Freddie:** Didn't even have to roll for it, baby.

**Anthony:** No, I just don't—

**Darryl:**  [*yawning*] Good morning! Good morning, dads! Dads, kids, everybody wake up! You guys all awake?

**Glenn:** Yeah.

**[Indeterminate Child]:** Yeah.

**Freddie:** Quick question: are we hitting this like an early-morning road trip kind of early morning, or is this like a lazy...

**Matt:**  Darryl always wakes up right before the sunrise.

**Freddie:** Oh no.

**Matt:**  Just naturally. It's football time. Darryl opens up the window and screams out—-

**Darryl:** Hey food guy! Anybody?

**Food guy:** Yeah, what?

**Darryl:**  Can we get breakfast for nine?

**Food guy:** Breakfast for nine, coming up. Give me another gold.

**Matt:** I throw him another whole thing of gold. I throw him one gold.

**Food guy:** Oh hell yeah. Oh, please don't ever leave.

**Darryl:**  And three of them, no meat.

**Food guy:** No meat. Right, right.

**Darryl:**  No meat on three of them.

**Food guy:** Are eggs okay?

**Darryl:**  Yeah, yeah, eggs aren't meat. That's fine.

**Food guy:** Perfect.

**Will:** [*audibly smiling*] Darryl, why don't you go knock on the door to Henry's room and wake Henry up?

**Matt:**  I knock on the door.

**Will:** The door swings open, and a bright-eyed, bushy-tailed Henry Oak stands up and says—

**Henry:** Hey guys, how's it going? I've been up since 4:00! Oh, it feels great to finally get up and see my favorite TV show, the sunrise. Don't worry about breakfast; I already ordered some.

[*laughter*]

**Henry:** It's on the way. It should be here in about 10 minutes. I got everyone vegan food. I figured it'd be nice for you guys to try it out!

**Darryl:** Oh.

**Beth:** Ron says—

**Ron:** Hey, um, I'm still sleeping. Can you put me in the car, and then I'll wake up while we're going?

**Darryl:**  Um, I just ordered breakfast... I guess we'll just— They'll be— That's fine. That's lunch for the road. Hey, I ordered three vegan. Just, next time, if you're going to order food at— y’know— Grant, and I think Paeden, too, they need that protein, you know? They're growing kids, so if we could just get meat—

**Freddie:** Oh no.

**Henry:** Mm.

**Darryl:**  I know you are vegan, but if you could just appreciate our dietary needs—

**Anthony:** Grant's like—

**Grant:** There are other forms of protein other than meat.

**Henry:** You know, Darryl, sure, it was a little presumptuous of me to order for everyone. I don't like it when people do that to me, so that was a bad move on my part.

**Darry:**  Oh, no, no, no big deal.

**Henry:** That's an old Henry foul. I apologize.

**Darryl:** Oh, no big deal.

**Ron:** Could you guys keep it down? I'm trying to sleep.

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

**Lark and Sparrow:** We hate this! This is like fighting, but not fighting!

**Matt:**  I go over to Ron's bed. Ron, are you curled up?

**Beth:** Oh yeah. Sleeps in absolute fetal... in like a porcupi- or um a hedgehog pose.

**Matt:**  I lift up your sheet and I start kind of waving it up and down. It's like—

**Darryl:** Wake up, buddy! Come on! Big old day! We've got to get up! Ron! Buddy!

**Anthony:** Terry looks over and he goes,

**Terry Jr:** [*whisper*] He's sleeping.

**Darryl:**  No, I know, but we've got bright old day! We've got to get out of here, guys! We could get killed at any second!

**Ron:** No, Terry, I'm up. Your old step-dad, he's up and raring to go. Yeah, I'm just— Is there coffee or anything around here? Maybe a Starbucks I can stop in and get just a puppuccino?

**Glenn:** Oh yeah, I could use a cup of joe, too.

**Darryl:**  All right, well, we could—

**Henry:** Well why don't you just pour some out of that jar of yours, Glenn?

**Glenn:** Yeah, I don't know if a Starbucks frappuccino is on the list of things this jar can do.

**Beth:** I said a puppuccino.

**Will:** A puppuccino?

**Glenn:** Sorry, a puppuccino. My bad.

**Henry:** Since I've been getting up, every morning, earlier than all of you this entire adventure, I've been using that thing to make myself a cup of joe, and I bet we could whip up a frappuccino for our good friend Ron here. Sorry, guys, really chipper today! It's just, I'm so happy we've got the suns with us right now, and I know it's going to be a big crazy adventure, but let's just start the day right and get on out of here!

**Glenn:** You know, I just have always felt that coffee tastes better when you buy it from someone.

**Ron:** Yeah, I think that coffee tastes better... than anything.

**Freddie:** I want to go downstairs and check on the barkeep.

**Anthony:** All right. So the barkeep goes,

**Barkeep:** What? what is it?

**Glenn:** Yeah, do you have coffee?

**Barkeep:** Do we have coffee? Of course we have coffee! How many coffees would you like?

**Glenn:** I guess two.

**Darryl:** Hey, Grant, you want coffee?

**Grant:** Oh, yeah. Absolutely. I love coffee. I love that joe.

**Darryl:** All right, so two more.

**Freddie:** God, am I taking drink orders for someone? God, this is like roadie moves.

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

**Lark and Sparrow:** Two each! One for each fist!

**Henry:** [*uncertain hums*] Why don't you boys stick to your non-caffeinated herbal tea, okay?

**Lark and Sparrow:** Mm, of course! Wink.

**Freddie:** It's definitely a kombucha, Henry.

**Will:** Oh shit, that's right! Henry would definitely be rocking the 'buche.

**Henry:** You know, actually... I've got to ease back on the 'buche. I've been hitting it too hard.

**Anthony:** So Lark goes,

**Lark:** Father, I was doing some reading on kombucha, and it turns out it has an alcoholic content, and I feel like I've been drinking so much of it lately that if I had any more, it might cause me to become inebriated, which would be very inappropriate for someone of my age, so perhaps some coffee could take the edge off of this kombucha hangover I have? Mayhaps, mayhaps.

**Glenn:** That's exactly how that works, man.

**Henry:** You know, Lark, that's a really wonderful and responsible attitude you have, but I think, even better than coffee, would be a little bit of herbal tea!

**Will:** And I pull out one of those Celestial Seasonings tea packets that's been in my pocket literally this entire time.

**Freddie:** Oh God!

**Will:** I stir it up with some hot water.

**Henry:** It's fine! I keep it in one of the condoms!

[*laughter*]

**Anthony:** Lark looks down; he's like—

**Lark:** Why does this tea look lubricated?

**Freddie:** There's like an oily sheen on top of the water?

**Anthony:** Yeah, it's just like [*eww noise*]

**Beth:** This tea is ribbed for her pleasure!

**Anthony:** So the barkeep hands you all— he spits into every single mug individually and then pours them full of coffee.

**Darryl:**  Hey, buddy, can we get those to go?

**Barkeep:** Oh yeah, absolutely.

**Anthony:** Then he spits into a bunch of smaller plastic cups. Or not plastic, paper cups and then pours them in there.

**Freddie:** Like wooden mugs or something?

**Anthony:** No, they're literally like scrolls that he just sort of crumpled up the bottom, and then licked them to seal them, and then poured the coffee inside; so, if you hold them, they're extremely hot.

**Freddie:** I'm just going to try it. I want to know what it tastes like.

**Matt:** Yeah I drink a joe.

**Freddie:** Is this like a kopi luwak, civet cat coffee kind of situation? Is it improved by the acidic nature of this barkeep's spittle?

**Anthony:** [*dice roll*] Oh my God! It's the best coffee you've ever had in your entire life. He got a natural 20.

**Freddie:** Glenn pauses and goes—

**Glenn:** Holy shit. Guys, are you guys tasting this? This guy's mouth is like those civet cats the Indonesians use to poop out coffee beans, except it's his mouth!

**Matt:**  I take a big old gulp. Darryl likes it. He takes about two gulps for Darryl to finish his coffee before he goes out mowing the lawn, and he got—

**Will:** [*laughs*[ Is his throat just horribly scalded?

**Anthony:** If you're going to gulp the whole thing, make a Constitution saving roll.

**Matt:** Oh, by the way, just side fact: my dad, he would drink coffee so freaking hot, I'm pretty sure he has no taste buds. I did not understand how he would do it. [*dice roll*] But anyway, I got a 3.

**Anthony:** Okay, so the inside of your entire throat is just scalded, and whatever you're going to eat for the next two days, you cannot taste.

**Beth:** Oh God.

**Matt:**  Oh! I go—

**Darryl:** Hey, everybody—[*hacking*]—don't drink that right away. It's very, very hot. Grant, be careful.

**Beth:** Ron takes a half hour, and it's clearly like a Folgers commercial, where he's in a robe and he's the only one in the window.

[*laughter*]

**Beth:** He's drinking and then looking out the window like, Ah. Then there's a jingle, and then he's like—

**Ron:** All right. I'm ready to go now.

**Freddie:** On the way, I want to talk to the bartender really quick.

**Glenn:** Barkeep.

**Barkeep:** Wha.

**Glenn:** What's your name?

**Barkeep:** My name, which was given to me by my father, Phillip Beddingfield—

**Anthony:** Thank you, Phillip.

**Anderblam Tunkleswitch:** —is Anderblam Tunkleswitch.

**Glenn:** One more time?

**Anderblam:** Anderblam Tunkleswitch.

**Glenn:** Mr. Tunkleswitch, I'd like to license your spit.

**Anderblam:** SSorry?

**Beth:** What up, sharks?

[*laughter*]

**Glenn:** I'd like to enter a licensing deal with your spit.

**Will:** Occasionally, we throw one at Anthony that even he can't roll with, and I love it when that happens.

**Anderblam:** What would be the terms of such an arrangement?

**Glenn:** Well, we can do a standard contract here, I can get my people to draft it up, but uh... I think we can make big money here selling your spit as an additive to coffee. We'll call it, ‘Tunkleswitch's Own’. Or, no, just ‘Tunkleswitch’.

**Anderblam:** So your plan is to have me spit into several jars, write the word ‘Tunkleswitch’ on them, and then just sort of sell them to people?

**Glenn:** And then start a chain of coffee shops! Guys, here's my plan—

**Henry:** Wait a second, Glenn, you're on to something! Here's the slogan: ‘Switch... to our coffee brand, which is, a guy spits in it.’

[*laughter*]

**Anderblam:** Make the Tunkle switch.

**Henry:** Oh, that's even better!

**Anderblam:** I just came up with that. I went to school for marketing, and I sort of failed.

**Freddie:** [*mimicking Anthony’s Anderblam accent*] Mah-eh-ing.

**Anderblam:** Marketing.

**Freddie:** I love that your British accent is just removing syllables.

**Anthony:** Yeah. Just omit consonants. That's the way you do it.

**Freddie:** Mah-eh-ing.

**Beth:** Mah-oh-ing.

**Darryl:**  Hey guys, could we do a quick dad huddle?

**Henry:** Sure, yeah. What's up?

**Glenn:** Yeah! Yeah, yeah, yeah! Here's all I'm saying, here's all I'm saying—

**Anthony:** All the kids want to get inside the huddle as well.

**Darryl:**  Oh, yeah, no, no, kids, come in here. This is more like a group huddle. Yeah, Glenn, just one second. I appreciate everything that's going on right now, but just so that we're on the same page—

**Matt:** And I hand out—I've made itineraries for this whole day, and I hand them out to everybody.

[*laughter*]

**Freddie:** You make a AAA TripTik?

**Darryl:** I go, Look, guys, I know this is really fun with the coffee, but just to remember, we are undercover and we've got to get out of here, so if you see—At sunrise, we're supposed to have breakfast, so we're already a little bit behind time—

**Freddie:** [*laughing*] God!

**Darryl:** —But if we can have breakfast for 30 minutes, after this, we've got to call Erin. Then we've all got to go to the bathroom, and then it's going to be two hours until we go to the bathroom again, so, I just want to make sure we're focused and—

**Ron:** When's recess?

**Darryl:** Recess is during the potty break. I have potty break/snack, and if the way you get re-energized is just a gold old fun recess, then you can do that, too.

**Ron:** Where's the park?

**Darryl:** We'll be driving. We don't exactly have a Thomas Guide or anything, but we'll figure it out.

**Ron:** Okay.

**Darryl:** Does that sound good for everybody? I just want to make sure we're on the same page with this itinerary, and we can kind of, y’know... I really don't want to get caught with our pants down from those guys that are... your dads, which are, y’know... coming to... Kids, can you close your ears?

**Glenn:** Yeah, all right, all right, all right.

**Darryl:** Okay.

**Glenn:** Listen, Tunkleswitch?

**Anderblam:** Oi?

**Glenn:** Here. Could you just fill up my canteen here with your spit, and I'll pay you for that?

[*laughter*]

**Will:** [*laughs*] No!

**Anderblam:** What's the going rate on my saliva?

Beth: [*wheeze laugh*]

**Glenn:** Listen, we're an exploratory—

**Anderblam:** No, no, no, give me a dollar value, my mate. I've suddenly realized I've come into contact with some pretty prestigious salivary glands and I will not give them up for anyone.

**Henry:** Glenn, Darryl's right. We need to get out of here. Just give the guy 10 gold and let's move on!

[*laughter*]

**Glenn:** Yeah, here, 10 gold.

**Anderblam:** 10 gold! My stars and stripes!

**Matt:** Darryl's already packing the van.

**Glenn:** And the exclusive right to license your spit for the next year.

**Anderblam:** Exclusively.

**Glenn:** I need an exclusivity clause.

**Anderblam:** So, if I spit on someone in disgust, you can sue me?

**Glenn:** That's fine; for the purposes of food additives, or coffee additives.

**Beth:** You're signing a non-compete.

**Freddie:** Yeah, a non-compete clause.

**Darryl:**  Wait, wait, but if that person—

**Matt:** I lean in as I'm trying to pack the van, but even I've got to step in to be like, We can make some money off of this—

**Darryl:** You can spit on somebody, but sir, if that person pays you to spit on somebody, we should get a piece of that.

**Anderblam:** I will only do pro bono spitting for the next year, is what you're telling me?

**Darryl:** Okay.

**Anderblam:** Alright.

**Darryl:** You know what, Glenn? Why don't you write up that contract?

**Matt:** I start writing in the itinerary, like, Glenn has five minutes.

**Freddie:** I'm furiously scribbling a contract, and it's full of deceptive clauses, Anthony. You'll have to roll to see if you can parse the legalese. For example, I'm going to own the Tunkleswitch name outright. It's full of deceptive clauses.

**Will:** [*laughs*] Dang!

**Anthony:** He rolled an 18. He rolled very well, so he goes,

**Anderblam:** Oh, you're trying to put one over on old Tunkleswitch, are you? No, no, no, mate.

**Glenn:** I'm sorry. This is an old draft. This is an old draft.

**Anderblam:** It better be.

**Glenn:** Okay, fine.

**Freddie:** I drop a fair contract with the terms as discussed.

**Anderblam:** There it is. There it is. All right. Are you ready to take your initial payment?

**Glenn:** Yes.

**Freddie:** I unscrew the thing—

**Anderblam:** Hold out your hands!

**Glenn:** What? No! Into my canteen!

**Anderblam:** All right, if you insist.

**Beth:** Ron holds out his hand.

**Anderblam:** [*prolonged throat scratching noise of pre-lugie hacking starts*]

**Glenn:** All right, guys, keep packing it up. He's going to be filling this up while we load up the van.

**Anderblam:** [*several more prolonged seconds of hacking noise*]

**Darryl:**  Did our Postmates come?

**Anderblam:** [*noise stops*] *hck-*ptewie

**Anthony:** And it's like one massive glob just comes out—

[*group disgust noises*]

**Anthony:** —and perfectly [*bleaup!-ish water-drop sound from Anthony’s voice*] into the canteen, like an anime fucking—

**Beth:** I thought Cern going like *hoh-eet* was enough, but this is—

**Will:** It's like one of those big water drops in *Land Before Time*. Do you know what I'm talking about?

[*laughter*]

**Anthony:** Exactly. Yes. It perfectly fills the space.

**Freddie:** Oh my god

**Beth:** Like a tree star?

**Matt:**  It sits on top of the bottle and kind of hovers there—

[*laughter*]

**Anthony:** And then [*that bleaup! water sound again*]

**Matt:** And they're like— and then it just goes in. It fills up the entire bottle.

**Anthony:** For a second, while it's hovering on the rim of it, it looks like one of those old—like the '90s—like, Here's what 3D graphics will look like in the future!

[*laughter*]

**Beth:** No.

**Matt:**  Yeah. All right.

**Anthony:** Your Postmates has arrived and he's carrying a bunch of eggs, just cooked eggs, just in his hands. He's just holding 15 fried eggs in his meaty hands.

**Matt:**  Well, which one? Because we've got two Postmates orders. We've got Will's and...

**Darryl:** There should be 20 meals here, buddy.

**Food guy:** Right, right, right. Here's the thing... I do not know what breakfast is.

[*laughter*]

**Food guy:** I asked around and people said, ‘Eggs?’ with a great deal of confusion, so this is every egg I could find, and I am so very sorry. But please take them. They burn. They burn so badly in my hands.

**Matt:**  I go ahead and I take them, and I say—

**Darryl:** Hey, you know, I think it's only fair, you only gave us half the breakfast, do you think we could get one of those coins back?

**Food guy:** Yeah, absolutely.

**Anthony:** And then he just starts pedaling away.

**Darryl:**  Oh, buddy!

**Food guy:** Yeah, no, I'll be right back!

**Henry:** It's okay, Darryl.

**Matt:**  I just let him go.

**Will:** I cast my plant-growing spell and I grow some carrots and I hand some carrots out to my boys.

**Beth:** Aw.

**Matt:**  Wow.

**Anthony:** And they go,

**Lark and Sparrow:** We want hand eggs! We want hand eggs!

**Darryl:** Here you guys go.

**Matt:** I start handing out hand eggs to everybody.

**Henry:** Hey, woah!

**Freddie:** I greedily eat this hand egg, because maybe the people in this town have special food properties. What does it taste like?

**Anthony:** [*laughing*] Let me roll. [*dice roll*] It tastes not very good at all. It tastes like a bad fried egg that somebody held it in their lukewarm hand for 20 minutes as they biked back to you, and it's collected all the dust from him biking through the town.

**Beth:** I go—

**Ron:** Darryl, how long is the ‘spit and egg’ section on your itinerary?

**Darryl:** Thanks for asking, Ron. We're actually getting a little bit behind schedule, so if we could all just quickly gobble these down and kind of get into the van. I'm pretty much packed up here, so if we could just... We could get going. Unless you guys really have something more you want to do in here before—

**Matt:** I'm just saying that as I'm walking and holding the keys. I'm just like—

**Darryl:** So why don't we just all—You guys all want to hop in the van?

**Anthony:** Lark and Sparrow definitely try to grab one of the hand eggs, and Lark definitely tried to bite into it.

**Will:** Okay, uhm—

**Darryl:** Henry, are they allowed to eat eggs?

**Henry:** No, no.

**Darryl:** No?

[*laughter*]

**Henry:** They're not. Boys, don't—

**Anthony:** Are you going to do anything to stop them?

**Matt:**  I hold my hands up and I'm like—

**Darryl:** Sorry, buddy, you got to ask your dad for these.

**Anthony:** All right, well he's going to roll to just snatch it out of your hand like a gremlin.

**Matt:**  Okay, but I'm raising it high up, so he's got to climb up me.

**Anthony:** [*dice roll*] Okay. He rolled an 18.

**Matt:**  What do I need to roll?

**Anthony:** Just roll oppose Dexterity, I guess.

**Matt:** [*dice roll*]13+1, so I got 14.

**Anthony:** So he—like the little problematic skeleton mummies from The Mummy 2—he clamors up you like you're a tree and then gets up to your hand and just grabs the hand egg out of it and just devours it in one gulp. He goes—

**Lark:** Mm!

**Henry:** Oh, geez! Lark! Come on!

**Lark:** Flesh!

**Henry:** Come on!

**Lark:** Flesh is delicious, father!

**Henry:** Lark, I need you to be a buddy, okay? You're going to be able to make your own food choices some day, but right now, your vegan diet, it's just— It's going to be very bad for your tummy, you know?

**Anthony:** He immediately vomits.

**Freddie:** [*laughs*]

**Henry:** All right, do you see what you did wrong?

**Lark:** Yes, I did not warn you before I vomited. I apologize.

**Henry:** No, I think—

**Anthony:** Because now Darryl's covered in his muck.

**Matt:** Oh, I'm covered. Oh, no. Oh, man.

**Anthony:** Yeah, because he's got on top of you. He vomited right into the back of your head.

**Matt:** I take my shirt off.

**Henry:** What do we say to Mr. Wilson for barfing on him?

**Lark:** You look dirty.

**Darryl:** Yeah, no, it's all right, kiddo.

**Matt:** I throw a gold coin to the bartender. [*coin flip sound effect*] I say—

**Darryl:** Hey, can you clean this up? And also, do you guys have any shirts I can use?

**Anthony:** He gives you another shirt, but it's like a D&D-ass farm boy shirt.

**Freddie:** Tunic?

**Anthony:** Yeah, it's a tunic!

**Ron:** Darryl.

**Matt:** I'm holding it up. I'm like—

**Darryl:** Ron, what's up?

**Ron:** I've actually got some pants that you can put on if you—maybe like, a hand in each pant leg, and then just sort of on the torso, like so... I've got several pairs that I am obviously no longer permitted— Well, I guess I am permitted…

**Beth:** And then he stares wistfully off in the distance, thinking about Scam, and then he says—

**Ron:** Mr. Mustache?

**Mr. Mustache:** Yeah? Talk to me, baby.

**Ron:** Now that Scam's gone, am I allowed to wear pants again, or would that be disrespectful to his memory?

[*laughter*]

**Mr. Mustache:** I guess there's only one way to find out.

**Ron:** Yeah, actually, the ultimate scam would be to not respect his memory.

**Mr. Mustache:** Oh, he'd love that.

**Beth:** So Ron puts on a bunch of pants.

**Anthony:** Like one after another?

**Beth:** Oh yeah.

**Ron:** It's the ultimate scam!

**Anthony:** So it feels so very good to have your bottom half covered up again. It feels warm, in fact. It feels warm and cuddly. Slowly, you realize that warmth is not just the warmth of your own comfort at wearing pants again; it's like the pants are heating up around your legs. You can feel—first from the inside layer of pants, all the way to the outside—they are beginning to get red hot, and then they just start to melt off of you. You don't feel any pain, but you can just feel them just catching fire and melting off of your hot, hot legs as if they are vampires in Buffy and—

**Matt:** Do they look like they're on fire?

**Anthony:** Yeah, they look like that red hot magma shit, like when you—

**Matt:** Darryl instantly pushes Ron to the ground and is like—

**Darryl:** Guys! Guys! Guys!

**Darryl:** He starts pulling the pants off.

**Henry:** Oh my gosh!

**Ron:** Wait, it's not the pants. It's my legs!

**Darryl:**  What?

**Glenn:** What about your hot legs?

**Henry:** It's the pant curse, remember?

**Ron:** My legs are so hot they're incompatible with pant life.

**Matt:** Does Darryl feel the hot legs? Are they hot to him, or just—

**Anthony:** No, not at all.

**Matt:** Oh. Well, all right. He kinds just sits back and watches the pants fall off. He's like—

**Darryl:** Uh… damn.

**Beth:** Are there any pants left after they melt off of me?

**Anthony:** I mean, there are burning scraps of pants.

**Beth:** I think Ron proudly picks up one of the burning scraps and says—

**Ron:** Here, Darryl, just like you wanted.

**Matt:** I take it and I go,

**Darryl:** Uh, thanks.

**Matt:** I have this tunic on now, right?

**Anthony:** Yes.

**Matt:** So I make a pocket square out of Ron's pants, and I go,

**Darryl:** This will look dapper. Maybe for later, Ron. I appreciate it,

**Matt:** And I put the pant pocket square in my tunic.

**Beth:** Ron turns around and says,

**Ron:** Mr. Mustache? Um I miss Scam sometimes, even though he was mostly pretty mean, but having this curse, it's kind of like having him with me, you know? Just the scam in my heart.

**Mr. Mustache:** The scam was inside you all along.

**Ron:** Yeah. Yeah. Anyway, I'm glad that you're here on my face, and that I've got my cool dude boxers, and I'm actually going to turn around and talk to the rest of the group now.

**Mr. Mustache:** They will never understand you like I do.

**Beth:** Hey, guys.

**Henry:** Ron, are you... You've been mentioning this Mr. Mustache guy. Are you talking to your mustache? Because I've never really been clear on that and I—

**Mr. Mustache:** Tell them nothing!

**Glenn:** He might be disassociating.

**Henry:** There's a certain level of what you do that I kind of just let slide so that I can get through my day, but I wanted to throw a flag on the play here, because where did that thing even come from? I don't remember your mustache looking so big and bushy—

**Mr. Mustache:** Tell them nothing!

**Henry:** And a different color.

**Ron:** Well, you know, as a man gets older and gets manlier, it just happens sometimes where I... Okay, actually, guys, I have a confession to make. This mustache—

**Mr. Mustache:** No!

**Ron:** I mean, no I don't.

[*laughter*]

**Mr. Mustache:** Yes, perfect save! Perfect save! They don't suspect a thing!

**Ron:** It was the—

**Henry:** Hmm...

**Matt:** Darryl tries to listen. Can he hear? He's getting really close to Ron's face and he's trying to listen to the mustache.

**Anthony:** If you put your ear right up next to his mustache, you can roll a Perception check.

**Matt:**  Okay. Okay.

**Freddie:** So like, Ron gently kisses your ear.

**Matt:** [*dice roll*] I got a 4.

**Anthony:** So, as your ear gets close, Ron, you hear the mustache go,

**Mr. Mustache:** What's he doing? What's he doing?

**Anthony:** Then, once you get really close, you can feel one of the tendrils of the mustache just reach out and slap you [*slap sound effect*] in the earlobe, just trying to bat you away a little bit.

**Darryl:** Ow! What the hell, Ron?

**Henry:** Oh my God!

**Darryl:** Ron, did you... Did you flick my ear, Ron?

**Ron:** He can't prove it.

**Henry:** Darryl, your ear is bleeding a little bit. What happened?

**Ron:** I um... Okay.

**Henry:** Ron...

**Mr. Mustache:** You bit him! You bit him!

**Ron:** I bit you. Grr! I—

**Henry:** You bit Darryl?

**Glenn:** That's not cool!

**Ron:** I haven't been to a dentist since I've been here and I was just trying out my bite.

[*laughter*]

**Darryl:** All right, Ron.

**Mr. Mustache:** Good save! I didn't think that was a very good thought that I had, but I think you made it work.

**Ron:** It was a very good thought that you had, but I made it work.

**Darryl:** Okay. Okay everybody—

**Mr. Mustache:** You don’t have to repeat everything I say.

**Ron:** I don't have to repeat everything that he says, so I'm going to stop doing that.

**Henry:** That who says?

**Darryl:** Ron, do you have an egg in your hand? Have you eaten breakfast?

**Ron:** No! You're right, I'm probably, as the kids say, hangry. Right, Terry Jr.?

**Matt:** I slap an egg into his hand and I go—

**Darryl:** All right, well, there's an egg. No more biting. Can everybody get in the van? We're way behind time here. Again, people are trying to kill us. Can we go?

**Freddie:** Yeah, let's go.

**Matt:** As he gets in the van, he also hands Grant— he's like—

**Darryl:** Hey, buddy, I don't need an egg, so if you want two eggs, and I hand him both the eggs. I get in the van.

**Anthony:** You put them into his hands, and then you watch as, almost in slow motion, they just slowly just sort of slip off the sides of his hands while he does nothing to save them. Then he just goes—

**Grant:** Thanks, dad.

**Anthony:** And then walks toward the van.

**Darryl:** What, you don't want to eat?

**Grant:** Not hungry.

**Beth:** Aw.

**Darryl:** All right.

**Beth:** Poor Grant.

**Darryl:**  Okay.

**Grant:** I had a big lunch.

**Darryl:**  All right. All right. Well, let's all hop on in. Who's got shotgun?

**Lark and Sparrow:** Me!

**Anthony:** Lark and Sparrow say.

**Darryl:** Anybody but Lark and Sparrow. Sorry, guys. You can't have two people in the shotgun.

**Lark and Sparrow:** That's unfair! Why even ask?

**Matt:**  I have the child safety lock on. They can't open the door.

**Ron:** Terry Jr., you want to sit up shotgun, buddy? And stretch out your big, long soccer legs?

**Terry:** I can. I mean, I don't... Does that work? Can you volunteer someone else for shotgun? I'll take shotgun.

**Ron:** Yeah!

**Darryl:** All right, Terry, why don't you take shotgun?

**Matt:** I open the door.

**Terry:** All right.

**Freddie:** Did Paeden get breakfast?

**Paeden:** Paeden ate just the yellow part of the egg, because I just want that pure protein. I just want it right to the veins, boom! Just protein. I don't need any of that other stuff, that healthy— nothin’. Nothin’!

**Henry:** Yo, should we check in with Walter about Paeden? Do you know what I mean? It's just, Paeden's been through a lot since we left Walter and I just feel like Walter might be wondering where he is. I'm just putting that out there.

**Glenn:** We could send a message or something, I guess, like a letter.

[*quiet car sounds start*]

**Ron:** Yeah. I mean, our kids were missing for a long time and we weren't that worried, so I'm sure Walter is fine.

[*laughter*]

[*sounds of a car pulling out and a short guitar phrase play*]

[*sounds of a car driving down a dirt road*]

**Matt:** So, we start driving the van out of town?

**Anthony:** Yeah, you drive the van out of town and you see, a mile out of town, you see a little copse of trees if you want to stop and talk to Erin.

**Freddie:** Cops? Where?

**Beth:** Cops? [*laughs*]

**Will:** Guys! Guys, pull over! It's the cops!

[*car background sounds fade out*]

**Matt:** [*laughs*] I pull over and I turn off the child safety locks, and I say—

**Darryl:** All right, let's give Erin a little shout here. Henry, why don't you call her up?

**Will:** I step out of the car, and I knock on a tree, and I go—

**Henry:** Erin? Is this how this works? Erin O'Neil? I'm looking for Erin.

**Anthony:** Just like last time, you see a bunch of leaves fall down and they take the two-dimensional shape of Erin O'Neil. She goes, Oh, hey, Henry. What's up? Oh, you're alive! Hey, you're alive!

**Will:** Yeah, but it was our dads, it was our dads that were the ones who were behind all of this!

**Anthony:** Yeah, I know.

**Will:** You do?

**Anthony:** Yeah. Remember? I couldn't tell you because of the daddy magic.

**Freddie:** I pop my head into the call. Hey, that's jacked up that you wouldn't tell us that!

**Anthony:** I told you, if you knew more about it, it would make them do more damage! The fact that you know who they are now means they have more power over you.

**Beth:** Why is that?

**Anthony:** Because that's how daddy magic works. It's their authority and the real estate they take up in your brain that gives them their power.

**Will:** Oh.

**Matt:** You hear that, kids? I lean back and I look at all the kids in the back of the van. It's like, Listen to pops. We've got the daddy magic.

**Anthony:** Lark's like, I don't know if that's the moral I would take from that.

**Will:** So, Erin, we've got the kids, we're on the run from our dads ... We're kind of wondering what's next. We know you know a dimensional witch. We're thinking maybe she can help us. We're just trying to get the H out of here, so what do you recommend, as far as a plan goes?

**Anthony:** As you're saying that, and as you say ‘dimensional witch’, you can see another group of leaves falls down and takes the form of Vince, and he's [crosstalk 00:34:26]

**Freddie:** And it's a perfect replica of him, because [crosstalk 00:34:29]

**Anthony:** As far as you can tell, it just is Vince.

**Will:** It's actually a group of sticks.

**Anthony:** Yeah. A group of sticks, and they're in the shape of Vince. He goes, Hey, babe. What's going on? What are they talking about?

**Beth:** So, is this how you guys get it on? Because you're both two-dimensional like this?

**Anthony:** Ron, you've met ... You know I'm not two-dimensional.

**Beth:** No, I know—

**Anthony:** We've met.

**Beth:** Yeah, anyway. I'm Ron Stampler of Hi I'm Ron—

**Anthony:** Oh my God. Oh my God. Did something happen to him, or is this just ... This is just Ron? There's no spell, he didn't get hit with amnesia?

**Will:** This is kind of just his thing.

**Freddie:** This might be a coffee, post-coffee thing, actually.

**Will:** Just to pivot back to the original reason we called this meeting, how do we get out of here?

**Anthony:** Well, as far as I know, the portal that you came in on, there's no reason it shouldn't work both ways unless there's something wrong with the portal or somebody's enacting something on it from outside.

**Beth:** It goes both ways. Nice.

**Matt:**  Very good, Ron.

**Anthony:** You should just be able to get through. Now, the problem is, if you came in through this portal, and if your dads set up the portal, they know where the portal is and they'll probably send out ravens and stuff, maybe try and hire people to protect it. So I think your big problem is how you're going to sneak through or drive through or whatever the heck, but I think it should just work.

**Matt:**  I roll down the window and I lean out. Hey, Erin, how's it going?

**Anthony:** Oh. Hi, Darryl.

**Matt:**  So, do you know where this portal is?

**Anthony:** I mean, don't you know? It's where you came into this world.

**Will:** Maybe Odyssey-san remembers and we can ask Odyssey-san [crosstalk 00:35:48]

**Matt:**  All right, so yeah, we'll just drive back. I mean, we came out just in the middle of a forest.

**Freddie:** Yeah, but that doesn't make sense. You're telling me we can just go back to that place and then we can just go back? I mean, when we first came out, it's not like we just could back up and go back into our world. It feels like there was nothing there. It felt like we just got transported.

**Anthony:** Did you try?

**Will:** Oh shit, we didn't try!

**Matt:**  But we didn't have our kids.

**Will:** That's true. That would've been bad.

**Beth:** Oh yeah! That's the thing.

**Matt:**  That would've been bad.

**Beth:** Yeah, we couldn't have just left.

**Matt:**  So, I don't think we've got to beat ourselves up over this. So, Erin, wouldn't they just close it at this point? Why would it be open still?

**Anthony:** Because once you open a portal, you can't close it unless you're physically there and using the same amount of energy to open it in the first place. My suspicion is that, without your kids, they don't have the power to close the portal.

**Matt:**  Oh. Sounds like a race to get there, by the way. Darryl's already crossing off the itinerary. We're going to take some less bathroom breaks, guys. We've got to get to this portal asap.

**Beth:** But recess.

**Matt:**  We'll do recess once we get to the portal.

**Beth:** Okay.

**Matt:**  Yeah, does that sound good?

**Beth:** Yeah.

**Matt:**  Hey, Erin, can I ask you one more question?

**Anthony:** Yeah.

**Matt:**  So you knew that they were our dads ... I'm not quite sure how you knew that, but there's only three of the dads, you might have noticed. Was there anything with my dad?

**Anthony:** Wait, your dad's not one of the dads?

**Matt:**  No, it's everybody else's dad. I thought it was just because my dad was dead, but Glenn doesn't seem to think that his dad is alive, either, so—

**Freddie:** Yeah, no, they're dead in our world, but alive in this one.

**Anthony:** Yeah, that makes sense. That'd be soul transference through a dimensional gateway.

**Will:** Wait, what?

**Anthony:** Soul transference through a dimensional gateway. When they died in your world, their soul went through a rift in the dimensions and came up in here and took corporeal form. You know, like normal dimensional stuff.

**Will:** It doesn't make sense! Why all three of our dads? How do they meet up? It's very confusing.

**Anthony:** I mean, it could be that the most powerful one collected the other two or whatever, was reaching out to them. If somebody can get a good enough handhold in this world and use daddy magic to assemble people.

**Beth:** Maybe they were in a book club before they died, and so they found each other after, here.

**Anthony:** It could also be that.

**Beth:** Maybe their souls are held up by not knowing which book they're—

**Freddie:** Hey, hey, hey! Ron! Ron, come on! This is Erin! Don't say the B word around here!

**Beth:** Oh! Maybe they were in a wine and cheese club and they're still searching for the perfect full-bodied Merlot, and our blood is that to them, and so we need to rush over there and try to block the portal before they can get more wine out of the Trader Joe's.

**Matt:**  Yeah, that last part sounds good, Ron. We should get there as fast as we can.

**Anthony:** Yeah. Get there fast. You don't have to look for a dimensional witch. Just leave.

**Will:** Okay, well, thanks Erin. I think we've got a followup conversation with Odyssey-san to see if she can show us the way home.

**Anthony:** Well, have a good one. Try your best not to die.

**Beth:** Yeah, this seems all easy-peasy-lemon-squeezy.

**Will:** Hey Erin?

**Anthony:** Yeah?

**Will:** Thanks.

**Anthony:** Oh, you're welcome.

**Will:** That's it. Okay. We're going to walk away now, because I don't know how to hang up the trees.

**Beth:** Hey Erin?

**Anthony:** Yeah? Ron?

**Beth:** Bye.

**Anthony:** Goodbye, Ronald.

**Beth:** It's actually just ‘Ron’.

**Anthony:** She disappears before she can hear that.

**Freddie:** So I'm going to go up to the Odyssey and I'm going to pop open the gas tank and then sort of whisper seductively [foreign language 00:38:49].

**Matt:**  Can you say that a little bit more seductively? Because you promised us seductively.

**Freddie:** Yeah, yeah. You're right, you're right. [foreign language 00:38:59]

**Beth:** Nice. [crosstalk 00:38:59]

**Freddie:** Which is, Hey, where did we park when we first came here?

**Matt:**  By the way, as I'm still in the front seat, I feel the Odyssey shudder.

**Freddie:** Oh God.

**Matt:**  [crosstalk 00:39:10] Glenn's talking to him like—

**Freddie:** [foreign language 00:39:12]

**Matt:**  I'm like, Glenn, what are you doing back there?

**Freddie:** I was just asking a question. What?

**Beth:** Better put the parking brake on, because this baby's ready to roll!

**Anthony:** The doors turn a little bit red. S-s-senpai, no! You hear [inaudible 00:39:31] and then the GPS screen on the dashboard, she goes [foreign language 00:39:34] and then you see it scanning around. Then she goes [foreign language 00:39:38], and there's a little thumbtack icon that goes on where you first appeared in the Forgotten Realms, which is outside the small town of [Fandolin 00:39:46].

**Matt:**  Odyssey-san, did you download Forgotten Realms? I look ... Does it have the names of the towns and stuff?

**Beth:** MapQuest?

**Freddie:** Is there satellites in this world? Global positioning system needs satellites. How is it getting GPS?

**Matt:**  Or is it just a dot and a line going to it, or does it actually have a map?

**Anthony:** [foreign language 00:40:06] except whatever that actually is in

Japanese. That was me Googling ‘I made a map, Japanese’. So apparently Odyssey-san has just been cartographing as you've been lurping around the Forgotten Realms.

**Matt:**  Oh, so it's like Skyrim and it's literally just the map? We can only see the part of the map that we've traveled to.

**Anthony:** Exactly.

**Will:** Very cool! Arigato, Odyssey-san!

**Anthony:** [inaudible 00:40:28]

**Matt:**  Thanks, beast, and I slap the dashboard.

**Anthony:** [inaudible 00:40:32] It turns even brighter red.

**Freddie:** I whisper into the ear [foreign language 00:40:36] which is, You're the best.

**Anthony:** She goes, Arigato! and the fluid inside the tank just [inaudible 00:40:43] all the way to the top.

**Matt:**  Darryl is just very weirded out by all this.

**Anthony:** She has just enough sentience for it to be okay, and not quite enough for it to not be weird.

**Beth:** And she's got some [dobon hunkeros 00:40:55].

**Matt:**  Just didn't expect the car to be ... It's just ... All right. Just, whatever you're doing back there, just a little less of it, if you don't mind. I'm just saying, there's kids in this car. That's all.

**Freddie:** I kind of get in close to Darryl and I say, Listen, Darryl, this car is a treasure and you better be keeping up on those oil changes and filter changes.

**Matt:**  I lean in close. I'm like, You think I've ever let this baby get fucking 500 miles within an oil change? Are you kidding me?

**Freddie:** I lean in closer and I say, You think that changing an oil every 500 miles is a proper fucking care schedule for a car?

**Matt:**  I lean in closer and I say, You think I fucking Jiffy Lube this bad boy?—

**Anthony:** You are literally nose to nose.

**Matt:**  You don't think I change this oil myself, with premium oil I export from fucking Germany, and I do this myself? You think I trust anybody else to oil change this car?

**Freddie:** I get even closer like, Goddamn it, Darryl!

**Anthony:** Now you're lip to lip.

**Freddie:** Now his lips move along in synchronism with mine. It's like he's saying the same thing. It's like, Goddamn it, Darryl—

**Matt:**  Yeah, our lips are moving at the same [crosstalk 00:41:53]

**Freddie:** You of all people should know that a Japanese car should not be taking European oil! And on top of that, every 500 miles is way too fast of a schedule for a car, because you should be at least 1000 to 3000 in order for the oil to get in all the sides of things!

**Matt:**  I lean in closer and now my tongue is in his mouth, and I go, Hey, Glenn. Do you think you could tell me where you can get Japanese oil? I'm so embarrassed that I've been using the wrong oil.

**Freddie:** Yeah, just check the Auto Zone. You've got to just look it up and ask for Japanese-specific fluids. That's all.

**Matt:**  I appreciate that, Glenn.

**Freddie:** Yeah, no worries, bud.

**Matt:**  Everybody buckled up?

**Freddie:** We've got to move, right?

**Matt:**  Yeah. If everybody's locked in—

**Freddie:** I mean, if our dads are going to the same place and this is our exit ticket, they're probably going there just as fast. They might not even have slept. We might be behind the eight ball here, man. We've got to move.

**Matt:**  Yeah. I step on the accelerator and we drive as fast as is safe in Dungeons & Dragons.

**Freddie:** Yeah, we've got to go fast. Okay. What pace do we set if this was Oregon Trail?

**Anthony:** Oh, ‘grueling’ for sure.

**Matt:**  Yeah, we're driving 75 miles per hour.

**Freddie:** 75 miles an hour?

**Will:** My goodness.

**Matt:**  Yeah. Are they big, paved roads?

**Anthony:** No!

**Freddie:** That's insanely fast on dirt roads!

**Matt:**  Okay, he's going 95 miles per ... No. He's driving 45.

**Anthony:** Give me a ... No, fuck it. I'm not going to put you in [crosstalk 00:43:07] and get a flat tire.

**Matt:**  You want me to roll it? You want me to roll?

**Anthony:** No, because then what if you fail? I'm just going to give you a flat tire? That's fucking boring. It's fine. You initial D all the way back to the next plot point.

**Matt:**  I rolled anyway, and it was a waste, but I got 19.

**Anthony:** Oh, okay. Well then you get to describe how the ride back goes.

**Matt:**  So, no, I do go 75 miles per hour. I go 45, and then once everybody stops looking at how fast we're going, I'm slowly accelerating faster and faster and faster. Nobody notices how fast we're going.

**Will:** Hey, Darryl, could you just ... I know we're really trying to get out of here, but this feels really unsafe, how fast we're going.

**Matt:**  As Henry's talking, I turn up the Gladiator soundtrack and I just zone. And by the way, I am swerving around every pot hole, every mystical animal, everything that there possibly is. I am just flying across this dirt road. And the shocks ... Everybody's falling asleep because it's so ... This is a perfectly smooth ride.

**Anthony:** Once you get back to Fandolin, are you going to maintain this pace? Are you just screaming all the way back? You're not going to hit the brakes until you see the portal? Is that how this is?

**Matt:**  If nothing else stops us, I think once we get to the forest, what looks familiar, probably ... I don't know, Henry, maybe you notice the rocks or whatever ... I think we slow down and start looking for the portal.

**Will:** Ooh! I want to roll geology to see if I know the rocks.

**Anthony:** Okay.

**Freddie:** Ooh!

**Matt:**  First episode callback.

**Will:** I rolled a 15.

**Anthony:** Yeah, you can recognize that these are the same rocks that you saw when you came in the first time. You still don't really know what they are.

**Will:** Darryl, we passed that rock on the way in! I know, because I remember it looked kind of cool.

**Matt:**  I slowly stop. Nobody even notices we stopped. That's how smooth my braking is. So, I bring the van to a stop.

**Freddie:** Glenn's nap is totally undisturbed by this.

**Will:** I go, All right, everybody wait for the car to come to a complete stop before ... Oh, Darryl, you did stop. Nice job.

**Matt:**  That's right. I wink the rear view mirror. I go, That's right, baby.

**Anthony:** Lark and Sparrow are both like, Kiss. Kiss.

**Matt:**  What?

**Anthony:** You already kissed the one of them; now do the other!

**Matt:**  What? When did we kiss? I didn't kiss any ... No, me and ... That was called arguing. That's what me and Glenn were doing. We were arguing. [crosstalk 00:44:58]

**Beth:** When a mommy and daddy love each other very much, they argue.

**Anthony:** Grant's like, I wanted to argue with [Yeet 00:45:01].

**Beth:** Aw.

**Will:** Don't worry, Grant. You'll get your chance with Yeet one of these days, assuming we don't go through this portal right now, in which case you'll never see him again. I'm sorry about that.

**Anthony:** He looks at you dead in the eyes and he goes, Thank you, Henry.

**Will:** Yeah, yeah, it's okay. We can be on a first-name basis. That's fine.

**Freddie:** Oh my God, yeah, it should be Mr. Oak.

**Anthony:** Oh shit.

**Will:** Guys, no, Henry's not a fucking cop. He's not going to do that to this kid.

**Matt:**  Hey, Grant, you know you should call him Mr. Oak, Grant. Come on.

**Will:** No, that's okay, Darryl. I mean, the boys call me Henry all the time, so that's okay. It's fine.

**Matt:**  No, that's okay. No, I understand, but—

**Will:** It's like, ‘Daddy Henry’! We call him Ri-ri sometimes, like Rihanna.

**Matt:**  I just prefer Grant calls adults by their last name, if that's all right.

**Will:** Okay, well—

**Beth:** Wait, so what should I be calling you guys then?

**Matt:**  Mr. Wilson.

**Beth:** All right. Mr. Wilson, how big ... Actually, just, mister anybody ... How big is the rock that we just passed?

**Will:** Actually, I don't know. I don't really recognize any of the rocks or minerals in this area. But I would say it's like a medium-sized boulder, something in the range of a couple of Marshall amps stacked on top of each other. That metaphor is for my good friend Glenn.

**Freddie:** Glenn kind of rouses a little bit. It's like, Well, Marshalls sound like shit, and goes back to sleep.

**Beth:** Well maybe if we all got a rock, then we could just blend in with the scenery around, and nobody would know that we were coming. If people walk by and they're like, ‘There's a bunch of rocks,’ there's nothing weird about that. It's just rocks. And that rocks.

**Matt:**  Well, that's a good point. So, Ron, I guess to throw it out here to the group ... Hey, Henry, you want to wake up Glenn there?

**Will:** Hey, Glenn! Glenn!

**Freddie:** Yeah. Yeah, what?

**Will:** Put your shoes on, honey, we're back at the portal.

**Freddie:** Oh. No ...

**Matt:**  Yeah, sorry buddy. We're right there. Ron brought up a good point, which is the question, do we want to slow roll the beast through this forest to try to get to the portal, or should we get on foot and kind of sneak our way through?

**Freddie:** I think we've got to stay in the safety of this vehicle, man. That's the one advantage we have in this place.

**Will:** I could turn into a little bird and go scout out for us and come back. That's one thing that we could do. I could get up real high and get a bird's-eye view. I guess that's not really a pun if you're a bird; that's just what the view is. But I could do that if you guys want.

**Matt:**  That's a good idea.

**Freddie:** Yeah, it's fine.

**Will:** All right.

**Freddie:** I'm just like a drone.

**Will:** Now, last time I turned into a lark, so this time I'm going to turn into a sparrow for you, sparrow! I throw Sparrow a little wink.

**Anthony:** Oh, delightful! I love it. I love it!

**Will:** Thanks, Sparrow. I clap my hands and I turn into a little bird, and I flutter out the window and I go sailing towards where I remember the portal being.

**Anthony:** Where the portal once was ... or at least where you came out, because the portal was invisible on the other end ... you can see 10 tents, all sort of in a circle around a big blank spot of the ground, sort of a little flat area of the plains. You can see some figures moving around down there. Why don't you roll perception for me?

**Will:** All right, I got a 14.

**Anthony:** With a 14, you can tell that beneath you are orcs. There looks to be about 40 of them.

**Will:** By nightfall, these hills will be swarming with orcs!

**Anthony:** They're sharpening swords, they're beating each other up. It seems like they have made camp. If you want to try to get closer, it'll increase the chance you get spotted, but it'll also allow you to maybe listen in.

**Freddie:** But does it matter if he gets spotted? He's literally a bird.

**Anthony:** Yeah, but orcs like killing things.

**Freddie:** Oh.

**Will:** I'm going to fly a little closer to see what I can see.

**Anthony:** Okay. Roll stealth.

**Will:** I got a 12.

**Anthony:** They're going to roll their perception. Oh, no, they don't roll, they just have a pass perception of 10, which is not good enough to spot you. Okay, so you get closer. You can hear two orcs; they're outside sharpening their axes, essentially. One of them goes, All right, so ... Oh, that's the same voice as the previous [crosstalk 00:48:43]

**Freddie:** British orcs.

**Anthony:** It needs to be deeper.

**Will:** Or they could just be some all-Americans.

**Beth:** How about some Brooklyn orcs?

**Anthony:** I guess they could.

**Freddie:** Oh yeah! Do jock. Do some jocky ... Yeah.

**Anthony:** Who are we looking for again?

**Freddie:** Yes! A new voice approaches!

**Matt:**  What was that?

**Anthony:** That's the first orc. The second orc goes, I think ... It's a big white ... like a horse, but with no legs, that rolls. So like a roll-y, like a stunt horse.

**Freddie:** This is a good voice!

**Anthony:** And then all we've got to do is grab whoever is in the belly of the stunt horse thing and then give it to the guy who paid us, I think. As far as I could tell. I wasn't super listening. The other guy is like, Yeah, me either. But we're clearly not going to actually give them up, right? We should just eat them. The other orc is like, Absolutely. We'll say that they died in a fire or whatever. We'll get to dine on flesh. Like my family always says, meat's back on the menu.

**Freddie:** I love that that was a mix of jock and a mix of lumpy space princess.

**Anthony:** It just turned into a valley girl kind of thing, yeah.

**Will:** So, Henry's going to flutter back to the group to report in.

**Freddie:** What did your bird-ass eyes see, Henry?

**Will:** Guys, you guys saw Lord of the Rings, right?

**Freddie:** Oh, yeah. I love Lord of the Rings.

**Matt:**  Yeah, yeah. We've talked about it. It's such a good movie.

**Beth:** No.

**Will:** You remember, not the goblins, and not the bigger goblins, but there were the dorks? The gorks?

**Matt:**  Uruk-hai?

**Will:** No, there was the Uruk-hai, but then there was the gorks.

**Freddie:** Oh, the ents. The ents.

**Will:** The ents! It's full of ents in there!

**Matt:**  Wait, it's full of trees?

**Will:** No! Not the ents! The ... You know, the—

**Beth:** And they have the big feet, right?

**Matt:** The orcs!

**Will:** I don't think it was orcs. I think it was ... Anyway, there's some guys over there, and they seem pretty stupid, but they are looking for us, so I think was maybe—

**Freddie:** Oh, you're talking about the eagles! The flying eagles! Did you see big, flying eagles?

**Will:** They're not eagles, they're people, but they're green people. Anyway, they're all back there and they're looking for us, because they're looking for a white horse, but it's clearly the van. So what I was thinking is maybe we could do a little subterfuge and pretend to be maybe the relief patrol, you know?

**Freddie:** Henry, you said they were looking for a white ... What were they looking for exactly?

**Will:** They said they were looking for a big, stumpy, white horse with no legs, and they were supposed to take the people inside and bring them back to the people that hired them. But then they said, ‘We're going to eat them instead,’ so ...

**Freddie:** I have an idea.

**Will:** Yes?

**Freddie:** What if we found ourselves a big horse, cut the legs off the horse—

**Will:** I don't want to do that.

**Beth:** I like the way this guy thinks.

**Freddie:** We could maybe go to a butcher, or a horse farmer, or—

**Matt:**  A horse farmer?

**Anthony:** Yes, let us go to a horse butcher.

**Beth:** What if one of us dressed up like a horse, and then—

**Freddie:** Then they'd be grabbed, Ron.

**Beth:** Yeah, but then they'd find out that there's nothing inside of us.

**Matt:**  Again, how many were there?

**Will:** I think there was about 40 of them. There were quite a bit of guys in there.

**Beth:** But, you never look a stump horse in the mouth, so—

**Freddie:** Yeah, see, Ron and me are on the same page here. Stump horse.

**Matt:**  Again, it feels like we have this big metal van that, unless they got spike strips ... and even then, this bad boy can run on flats for quite a while ... we can just drive through them. Do you see the portal, Henry?

**Will:** No, see, that's the other weird thing; there's no portal. They're all just sort of around an empty area.

**Matt:**  Oh, see, that's a problem. If there was a portal, I'd say we just drive this bad boy through.

**Will:** Yeah, I would be kind of for that, too, but I feel like if we just zoom through there, we might give away our position.

**Matt:**  Could you just try flying into where the portal—

**Will:** Well I don't want to do that, because then maybe I won't come back!

**Matt:**  Oh, that's true. That's true. No, that's true. We can't lose you. We can't lose you. That's true.

**Freddie:** Glenn crosses his arms and goes, Yet another good use for a drone.

**Matt:**  Maybe you could throw one of Ron's, one of your animals. Maybe you could guide a bird. Henry get back in bird form, go ahead and Blue Angel style formation, multiple birds—

**Beth:** I don't have any birds. I just have bats.

**Matt:**  Oh, bats. Yeah, those bats—

**Beth:** So it's not going to work.

**Will:** Now, I could take one of the frogs that Ron can make, and fly over and sort of throw it and see if it disappears.

**Matt:**  Yeah.

**Will:** All right. Do you guys want to do that?

**Matt:**  Absolutely. That's a good first step, I think. Again, we want the intel.

**Will:** I think that's a good first step.

**Beth:** So, is there a way that we can mark the frog to know that it's our frog if it goes back into the real world and we find it again, maybe?

**Will:** Sure! Put one of your business cards in its mouth.

**Beth:** I will! I will. Okay.

**Anthony:** Your razor-sharp business cards?

**Beth:** Yeah.

**Will:** Maybe tape it to his back or something. Is there any tape in here?

**Beth:** I'll put it on his little feet flat so that he got the sticky feet things. All right, Hat of Vermin, one frog, please.

**Anthony:** The hat [spoots 00:53:32] out a frog with sticky feet.

**Beth:** Hi, frog. This is me. Then I hand him my business card. Just give me a call right there if you ever want to chat about business or other business. Well be in touch, buddy.

**Will:** So I'm going to wild shape once again into a bird. This time I'm going to be a parrot in honor of my pet parrot [Petey 00:53:53].

**Freddie:** Really? A parrot. A big, colorful bird that ... just ...

**Will:** No, that's true. That's a good point. I'm going to be a different kind of—

**Anthony:** If Lark saw you transform into the parrot, too, he'd be like, Ah, my first kill.

**Will:** Oh my God!

**Beth:** No!

**Will:** All right, Henry turns back into a sparrow. He grabs the frog beneath his legs and he flutters back out over to the orcs.

**Anthony:** Okay, so roll a strength.

**Freddie:** Aren't sparrows kind of small to pick up a fucking frog?

**Will:** I got a four minus one. I got a three.

**Anthony:** As you're flying over the orc camp, the frog in your tongue just goes like [inaudible 00:54:23] and then falls out and just [sporches 00:54:29] on the ground and is very dead.

**Beth:** It's okay, Henry. I got two more. I can make two more.

**Will:** Do the orcs notice?

**Anthony:** Yeah, let me roll to see if the orcs notice.

**Freddie:** A frog falling out of the sky.

**Will:** With Ron's business card on it.

**Anthony:** Okay, so they rolled a three. It happens and lands right next to the orcs, and they just go, What was ... and they just do that thing where you're about to say something and you can't remember what it is, and the other person doesn't have the license to speak yet, so they're just like [inaudible 00:54:58] and it's just going on forever, with the guy sort of staring at him slack-jawed. They do not notice.

**Will:** All right, I'm going to circle back for another frog.

**Beth:** I'm actually going to keep the business cards this time. I don't want to run out in case we find any good networking opportunities. Hat of Vermin, one more frog, please.

**Will:** All right, so this time, I'm going to grab the frog by its sticky legs just so I have a little bit more grip on it.

**Beth:** Nice.

**Anthony:** So it's upside down kind of now.

**Will:** Yeah, it's like an upside down frog.

**Anthony:** Okay.

**Will:** It's fun! The frog has fun doing it. It's not stressed out by what's happening.

**Anthony:** Yeah. It opens its mouth, it's super happy, it's singing A Whole New World in its mind when you're flying.

**Will:** Oh no, now I'm sad!

**Beth:** Our whales in captivity live just as long as they do in the wild.

**Will:** All right, so Henry flies back over to the portal and he's going to try to throw this frog again.

**Anthony:** Give me another strength roll.

**Will:** All right, I got a nine. How big is this frog? Do I get a bonus for the sticky feet idea?

**Anthony:** Yeah, fuck it. You get an advantage.

**Will:** I roll again. I got a nine again.

**Anthony:** Okay, so once again, it falls down, and—

**Will:** All right, Ron, it looks like we're going to need that third frog—

**Anthony:** Well, we've got to see if the orcs notice. Goddamn it! They don't again! They're playing a good old game of punch-each-other-in-the-head-as-hard-as-you-can-without-knocking-the-other-person-out and they're so busy doing that that they once again roll a four.

**Freddie:** Oh my God.

**Will:** Golly gee creepers, Ron, I'm going to need that third frog. This time—

**Beth:** Do you want a bat this time maybe? Something else that can fly, and you can just kind of hang on to it?

**Will:** Oh, that's not a bad idea. This time I'm going to—

**Beth:** It's not a bat idea.

**Will:** It's not a bat idea. That's very funny.

**Matt:**  Darryl leans over to Glenn and will be like, Remember the first idea I had, when I said that we should have bats?

**Freddie:** Yeah, I remember the bats.

**Beth:** I'm really glad I came up with this idea. Anyway, Hat of Vermin, I would like a bat, please.

**Matt:**  Hey, Ron, this counts as your recess, buddy.

**Beth:** No, because I'm not having that much fun.

**Anthony:** The hat poots out a bat.

**Will:** I cast ‘speak with animals’ on the bat.

**Anthony:** Hello.

**Will:** I say, Hail and well met, bat. I am Henry Oak, and I need your help with a very dangerous assignment. You're going to help us figure out how to save our sons, and even maybe save our world. Are you ready for that?

**Anthony:** What's in it for Bateman the Bat?

**Will:** Bateman, we will tell stories of your bravery throughout the land, and you will be the most famous bat of them all. Even more famous than Bruce Wayne, the Batman!

**Beth:** Than Bartok from Anastasia.

**Will:** Than Bartok from Anastasia.

**Anthony:** Go ahead and roll persuasion.

**Will:** God! A fucking garbage roll! I got a six.

**Anthony:** The bat goes, Maybe if you can make it worth my while, and it rubs the tips of its wings together in the universal sign for, Daddy could use some cheddar.

**Beth:** Wait, Anthony, can I do the voice of the bat if I do my Bartok impression?

**Anthony:** Please do.

**Beth:** Sorry, I got to say a line from Anastasia to get in character first, or else I don't remember—

**Anthony:** Oh yeah, yeah, yeah, the calibration line.

**Beth:** Yeah. I'd give her a [inaudible 00:57:52] and a [inaudible 00:57:53] and then I'd kick her, sir. You mean this reliquary? Oh! Well, you're falling apart, sir! Okay. All right, so now I'm the bat.

**Anthony:** Okay. Now you two just have a scene.

**Beth:** Well, what's in it for me?

**Will:** Darryl, can we give the bat some gold? Maybe 10 or 20 gold?

**Matt:**  I think bats want insects. Just promise it insects. Say that the portal has a bunch of insects on the other side.

**Beth:** No, sir. I want some wealth for myself! I want to be rich to ascend to a higher level of batdom!

**Will:** When we see you again, we will give you some gold! How about that?

**Beth:** Okay. I can work with that. Yeah. Absolutely. Yes, sir. Totally.

**Anthony:** Bartok's going to want some up-front money, if that's the case.

**Beth:** Actually, I've been informed that I would like some money up front. Anastasia's alive? Okay.

**Freddie:** Holy shit.

**Beth:** Okay, so, could I get four gold, please?

**Matt:**  Darryl is eating a Cliff bar, and then he takes the wrapper ... which is metallic on the inside ... and he folds it up into a bunch of little silver coins. Darryl holds these really shiny pieces of aluminum up to the bat, and is just gesturing at it, because obviously he can't speak.

**Beth:** Oh, that's very shiny, sir. Yeah, I'll take whatever you want, sir. So what's the mission again?

**Will:** Just follow me and do what I tell you when it's time to do the thing.

**Beth:** Yes sir! I'll give her a [inaudible 00:59:24] and then a [inaudible 00:59:26] and we'll kill Anastasia!

**Matt:**  When the bat takes the silver, I look to the kids; I go, See, kids? This is why you just don't throw money away. You've got to think with your head here. You've got to keep your money so that you have it when it counts. Right, Henry?

**Will:** Let's go, Mr. Bat.

**Anthony:** Nick's like, Feels like you're going to stiff that guy out of a good day's labor. Seems pretty fucking capitalist to me.

**Matt:**  It's a bat, buddy. It's a bat.

**Will:** He is going to disappear in one hour—

**Beth:** Yeah, I'm going to stop being the bat now.

**Will:** It doesn't change the ethics of what Darryl did. It's still deceit. It's fraud.

**Anthony:** Okay, so what do you do?

**Will:** I lead the bat across the battlefield, and we circle around once, and then I gesture to the center of the battlefield and I say, You know what I need you to do? I need you to swoop down through these encampments straight across to the other side of this big old circle, okay?

**Anthony:** All right. So he understands that instruction pretty clearly, and he zooms down. I'm going to roll for him to see if he gets noticed or not. He does not get noticed.

**Will:** Yes!

**Anthony:** With perfect silent bat wings, he just ... His wings go in, and he zooms down and he gets to the center of the circle that the orcs are surrounding, and then he's gone. He just disappears. He vanishes.

**Will:** Oh shit! Holy shit! All right, okay, all right, I just fly back to the guys. I go, Guys, it works. All we have to do is ram this thing and punch it straight through, and then we'll go home! We're almost home!

**Freddie:** Fuck it, baby, let's do it!

**Matt:**  Buckle those seat belts! Let's do this!

**Beth:** All right.

**Will:** Do we maybe want to affix a couple of big, long logs to the front of the freaking van, and then we can use it like a people plow?

**Matt:**  I was going to say, if they are as dumb as you say they are, we could just cover it in mud, because it won't be white anymore. They're looking for a white thing.

**Will:** Oh!

**Freddie:** Let's just cover this thing with mud, yeah!

**Matt:**  Yeah, just make it a big—

**Will:** Let's cover it with mud and trees! Perfect! Like bushes and stuff like that!

**Matt:**  Yeah. That's what we do, Anthony.

**Anthony:** Roll nature, I guess?

**Will:** All right, I'll roll nature. I've got a three for nature, so that might be ... I rolled a seven! God, my rolls are just shit today!

**Anthony:** Because the roll wasn't so good, it just means you're going to do a normal bluff roll as you go past them. If you had gotten a really good roll, you would get an advantage on it because of how not-like-a-van the van looks. But if you want to just drive in there, basically you're just going to get a bluff roll, and if they fall for it, then they will react one way, and if they don't fall for it, they will react another way.

**Matt:**  Okay, so we're all buckled up? Everybody's buckled up?

**Beth:** Yeah. I'm—

**Matt:** This might get rowdy, everybody.

**Beth:** Are you stressed, Darryl?

**Matt:**  I mean, yeah, I'm a little worried, but we're going to make it through one way or the other, everybody. We got this. We're a team. We're going to get through this.

**Beth:** My friend Bateman the Bat once said, ‘Stress is a killer, sir. My cousin [crosstalk 01:01:52] mango. And he's a fruit bat. He should know.’

**Matt:** Well that's good, Ron. No, that helps out. Let's conquer the stress and let's get through this. I guess I just drive ... I drive pretty slowly. I kind of just do a really steady movement as if it's just an unintelligent beast just moving towards the center. I roll up all the windows, and I tell everybody to hide. Everybody keep their heads down, because again, they're looking for something with people in it, so let's just be a big ... I guess tree monster that's just going to move through here.

**Anthony:** All right. Give me a bluff roll.

**Matt:**  That's a 18.

**Anthony:** Jesus!

**Will:** Ooh!

**Matt:**  And my deception is a minus one, so 17.

**Anthony:** Okay, so 17. So they'll roll now. Okay. So, as the van lurches toward the frontline of orcs, you can hear the same two orcs that Henry was spying on. One of them goes, Hey, hey, no, no, no! Look, what's that? What's that? The other one turns around and goes, A big ugly horse with no legs? The other one goes, Isn't that what we were supposed to ... We were supposed to get one of those. The other one goes, You idiot! We were supposed to get a white one and that one is clearly the color of mud! God, you're so dumb! The other orc goes, What should we do, then? I don't know, just let it go! Who cares? I'm not going to go fight a horse if I don't have to fight one. Have you even eaten horse? They taste disgusting!

So, the van successfully rolls past the line of orcs. Now basically you're in a big empty spot where there's 300 feet between you and where you saw the bat disappear. Are you going to keep rolling slowly? Are you going to gun it? What are you going to do?

**Matt:**  Hey, guys. You ready to go through?

**Freddie:** Let's go, baby!

**Will:** Yeah!

**Beth:** Let's go! Punch it!

**Matt:**  I look at Grant, I say, Hey Grant, buddy, whatever happens, I love you.

**Anthony:** Uh huh (affirmative.) I appreciate that. Love you, too. Great.

**Matt:**  All right.

**Freddie:** I go to Nick and I go, We're ready, ready for the big ride, baby! Face/Off. Face/Off, baby. Face/Off. They're just saying Face/Off to every other person in the car.

**Matt:**  Hold on to your butts, and then I drive into it through the center. I drive at 25 miles per hour. Not too fast.

**Anthony:** As you drive forward, you can feel that tingly sensation that you first felt when you fell into the Forgotten Realms in the first place. You can see the world around the periphery of your eyes is beginning to get a little bit purple. But then, for the first time, you feel something different. You feel a tug on your back, like there's a chain attached to you, and that chain is attached to a weight. You feel it just in your back, and then you look around and you see these purple tendrils coming from outside of your backs, and you feel ... as the van begins to approach the portal, which actually begins to open up and become this purple hole in reality as you get close to it ... you feel those tendrils get tighter and tighter the closer and closer you get to the portal, almost as if they're a leash that is beginning to run to the very limit of its length. As the car continues going, you feel the tendrils on your back go taut, and suddenly you're not moving, but the van is.

**Beth:** Oh no!

**Anthony:** The first thing that happens is, who's sitting in the back?

**Will:** Henry's sitting in the back with Lark and Sparrow.

**Beth:** Yeah.

**Anthony:** So Henry, Lark, and Sparrow are pulled backwards to the back windshield, and they're squished up against it and they can feel themselves still getting pulled out the back window.

**Will:** I fumble for the trunk door. So, we're going to get crushed, right?

**Anthony:** Yeah, totally. Okay, that's great.

**Will:** I pop the trunk open.

**Anthony:** Roll dexterity.

**Will:** Oh my God, these rolls tody! I got a nine.

**Anthony:** Okay, so you fumble for the trunk, but you can't quite get it. Then, the next thing that happens is that Glenna and Nick and Paedon in the middle seat, they fall backwards and they slam into you guys in the back windshield.

**Matt:**  I start slamming on the brakes.

**Anthony:** You are going to have to roll a strength check with disadvantage, and then a dexterity check with disadvantage.

**Will:** Oh shit!

**Matt:**  Okay, so strength check, I have plus six, so ... Disadvantage, the first one's a 14; the second one was an 18. So, 14 plus six. 20.

**Anthony:** Okay, now roll dexterity with a disadvantage.

**Matt:**  Oh, that's not going to be as good. Okay, my rolls are ... a two and a 20.

**Anthony:** Oh no!

**Matt:** What a waste. And dexterity is plus one, so three dexterity.

**Anthony:** So you slam your foot down so hard and so decisively, and it just hits the gas. You start to fly backward as well, and next to you, Terry Jr. does as well.

**Beth:** I'm going to try to roll down the window.

**Anthony:** Give me a dexterity roll.

**Beth:** This is going to be a 13 plus two. 15.

**Anthony:** Okay, so you manage to lower the window. What do you do now?

**Beth:** I think I'm just going to start shoving people out the window, if I can.

**Anthony:** Okay. Give me a strength check with a disadvantage.

**Beth:** Okay. I think I'm just going to try to get Terry out first. Disadvantage, I got a 14, plus one, so that's ... 15 was my worst roll.

**Anthony:** So you manage to grab Terry Jr. and shove him out of the van. He tumbles and hits the ground, and that's the very last thing you do before you feel your back go completely taut. You fall backward into the mass of people at the windshield, and I'm going to roll for the integrity of the windshield, which is very strong on a Honda Odyssey. The windshield maintains its integrity, so all of you are being squooshed and sandwiched against the glass of this windshield.

**Freddie:** Glenn's going to reach into his jacket and just pull out the gun and try and shoot out the windshield.

**Will:** Oh God!

**Freddie:** And I go, Ears, everyone! Ears!

**Matt:**  I'm more concerned about him accidentally shooting somebody.

**Will:** Yeah, just in a tangle of people. Great. Great, great, great.

**Freddie:** It's a point blank, because it's right against the glass, right? So it's just like, pull it out and just touch it to the glass and pull the trigger.

**Beth:** Yeah.

**Anthony:** So you have a choice when you put the gun to the glass. It is going to be near either Nick's head or Lark's head.

**Freddie:** Oh, what the frick? Well, but I'm telling them to plug their ears, though.

**Will:** Yeah, okay. That'll work at point blank range.

**Freddie:** Probably next to Lark's head, to be honest.

**Anthony:** Okay. Roll a ranged attack roll. I say the advantage and the disadvantage cancel each other out, so just give me a normal ranged attack roll.

**Freddie:** 11.

**Anthony:** You put the gun right next to Lark's head, and Lark goes, What, wait, what does ‘ears’ mean? I have ears, yes. Open my ears? and you pull the trigger.

**Will:** Wait. As he goes to fire, I take my hands off of my ears and I plug Lark's ears.

**Anthony:** Oh shit, that's great! So you fire the gun and Henry ... everything just goes into this high-pitched whine. Whatever happens in the next five minutes, you just cannot hear.

**Will:** Wait, but I do want to say ... hold on ... Among the many gross things about Henry is that he's never cleaned his ears out. So I feel like—

**Anthony:** It calcifies the ear gook.

**Will:** Yes, there's a good head of earwax in there that maybe muffles some of the sound.

**Beth:** No.

**Freddie:** That's great.

**Anthony:** So the back glass shatters, and all of you come tumbling out of the back side of the van. You all take a D6 of damage, including your kids. You realize, as you fall out of the car, that this is going to be the last time you ever see the Honda Odyssey, because its momentum carries it forward into the portal, and then ... it's gone.

**Beth:** Oh my God.

**Will:** Odyssey-san!

**Matt:**  I drop to the floor like Platoon, and I raise my arms up, and I scream, No!

**Beth:** I'm so glad we gave Odyssey-san one last sexual thrill before she went.

**Freddie:** Do we hear anything? What does Odyssey-san ... Can we hear it? Is it ... ?

**Anthony:** The last thing you hear is [foreign language 01:09:11].

**Beth:** What did she say?

**Freddie:** She said, ‘Do your best’.

**Beth:** Well that's not helpful.

(Outro Music)

**Freddie:** Dungeons & Daddies is Anthony Burch as our DM, Matt Arnold as Darryl Wilson, Will Campos as Henry Oak, Beth May as Ron Stampler, and myself, Freddie Wong, as Glenn Close. Our theme music, by Maxton Waller. Thanks to Twitter users [TFlingCore 01:10:19] and [StarGateHeaven 01:10:19] for some Japanese translation help this episode. Special thanks this week to Phillip Beddingfield for submitting a name we used in this episode ... one of the many perks of being a Patreon supporter, which you can do by heading over the patreon.com/dungeonsanddads. Another perk? The chance for shout-outs, starting right now.

This week, big ups to [Joaquin Norem 01:10:37], [Jen Boland 01:10:37], [Joseph Martino 01:10:37], [Chris Jeppa 01:10:37], [Tyler Roback 01:10:37], [David Lee Soongway 01:10:37], [Mark Krump 01:10:37], [Maggie Thornborough 01:10:37], [David L 01:10:37], and [Luke Haviana 01:10:46]. Thank you all for supporting us on Patreon! You're the best!

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Thanks for listening. The next episode is coming at you April 28th, so we will see you then.

(Outro Music)

**Matt:**  Anthony, what are you doing?

**Beth:** Oh my God.

**Anthony:** Give me two seconds. Oh, sorry, that was me closing my laptop.

**Matt:**  Every time you close your laptop, it becomes a zoom-in on your crotch.

**Anthony:** Yeah. No, yeah, sorry. My bad.