Dungeons and Daddies

Dungeon Master: Anthony Burch

Glenn Close​: Freddie Wong

Darryl Wilson​: Matt Arnold

Henry Oak​: Will Campos

Ron Stampler​: Beth May

Dennis Anderson​: Ashly Burch

Episode 34 - Dedicated Involved Loving Fathers

**Will Jenkins:** Tantor Audio presents *Foresnaken: A History of the Snake People of the Land of Faerun*. Written by C. Snake. Narrated by Will Jenkins. Published by Kobold Press Neverwinter, who holds the copyright thereto.

Book Seven: My Time with the Daddies. Part Three: The Orcish Fire Pit. Chapter Eight: A Debt Fulfilled.

[*snake sounds*] Wookiee Life Debt. [*snake sounds*] Dread Cow Vacarys. [*snake sounds*] Dread Bread Redemption. [*snake sounds*] Walter The Immoral. [*snake sounds*] Paeden.

End of Side One. To continue, please flip this podcast to Side Two.

[*music intro*]

**Freddie:** Welcome to Dungeons and Daddies, not a BDSM podcast, not really even a D&D podcast. I figured it out, folks. It's a true crime podcast, based on the things that we're going to say.

[*Matt laughs*]

**Beth:** Yes, real crime junkies know!

**Freddie:** This is a D&D podcast, kind of, about five dads from our world, flung into the Forgotten Realms on 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: Everyone remembers the contentious war of PlayStation versus Xbox. We all were on different sides of those battle lines.

**Matt:** As if it's not still going on, Freddie.

**Freddie:** That's true, but Glenn Close was well aware of that and he never understood what the big deal was, because you just get both. I don't get it. And then people are like, "Glenn, you're an adult. [*Beth laughs*] This is not a war between adults; this is a war between children and teenagers."

**Will:** Did he bring up this point with Nick while not buying Nick either console?

**Freddie:** Oh, no, Nick definitely had both.

**Matt:** Four consoles.

**Freddie:** If you think Glenn Close wasn't hooking Nick up with video games in lieu of parenting, then you have not been paying attention.

**Will:** That's very true. Fair enough.

**Anthony:** He got him one of the pirated Xboxes, or the jail-broken ones that have like every SNES game on there.

**Freddie:** I got one of them hacked PS2s. I actually did have one of those. It was a great investment. Anyway.

**Matt:** Hi, my name's Matt Arnold. I play Darryl Wilson, a stay-at-home coach dad who becomes a barbarian in the Forgotten Realms. Quick little dad fact about Darryl, or I guess it's also about Grant: So, Grant's nickname is Shooter, and he got that also at the same time that Darryl was banned from sharing YouTube videos anymore, or any videos with his kid. So, Grant-

**Will:** What? I'm sorry?

**Beth:** I'm dreading the end of this dad fact.

**Matt:** So, Grant was having his soccer friends over and they're doing a little YouTube party, having a good time, and Darryl's like, "Oh, here's a funny-ass video. I'll show you guys a funny video." And he pulled out one of the first videos he had on his phone of his kid, which was when he was changing Grant's diaper for the first time [*Will laughs*] by himself without Carol. Grant shot shit across the entire room, and Darryl started laughing. And he kept that video, so he showed it to all of his friends [*gasps*] and now all of his friends call him Shooter. And he's banned from ever showing-

**Will:** Wait a second. I'm doing the math on timelines as to when people had cell phones with video cameras on them—

**Matt:** 12 years ago?

**Will:** And when Nick would have been born, and then Darryl had that phone? He has a Nokia. None of this adds up—

**Matt:** It was a video camera.

**Will:** There are ripples in the timeline today.

**Matt:** It was a VHS tape.

**Anthony:** Okay.

**Matt:** He saved—

**Beth:** It's a mini DV.

**Will:** That's very good. He's like, I got a YouTube—

**Matt:** He pulled out a 16 millimeter camera, like in *National Lampoon's Christmas Vacation*, [*Anthony laughing*] and pulled all the kids around, and scanned through all the wedding photography and was like no, no, no. Here, I've got something to show you. And then, what's this—

**Will:** Roll film.

**Matt:** It's Grant shooting shit across the room. So now he's called Shooter.

**Will:** I like that he had a 16... I guess it would have been like a home movie or whatever. That checks out. All right.

**Matt:** And there's just Carol in the background, screaming, "Hey, change the diaper. Why are you filming this?"

[*Anthony laughing*]

**Freddie:** Why are you filming this, "It's going to seep into the wallpaper." Matt, no joke, I think every parent friend of mine has had the same story. Like—

**Matt:** Yep, I have the video on my phone still. I'm definitely saving it [*Anthony laughs*] to share with Dot's significant other at some point.

**Will:** Hey everyone, what's up? I'm Will. I play Henry Oak, a Birkenstock-rocking, hippie, granola crunching, munchy, crunchy, hippie-natured druid dad. Henry's dad fact this week: I feel like I gave you guys a nice, sincere dad fact last week, so we're back to cruel, awful Henry facts. And this one, I decided to do in honor of Freddie and Matt's side podcast, Debate Me, Coward!, where they debate pizza toppings and set the Internet on fire.

**Freddie:** It's more than just pizza toppings, William, but go ahead. Reductive, much, but—

[*Anthony laughs*]

**Will:** Henry's favorite pizza is pineapple.

**Freddie:** *[laughing]* Ah, you fuck.

[*Anthony sighs*]

**Will:** You're probably wondering, you're like, "But wait, Henry's vegan. How does he eat cheese?" No, no, no. Henry does not put cheese on his pizza. His pizza is just crust, tomato sauce, and pineapple. And that's his favorite pizza. [*laughs*]

**Beth:** Actually, guys, that sounds delightful.

**Will:** Thank you. That one is courtesy of my wife Cherish. She came up with that one. So—

**Beth:** Wow.

**Matt:** Beth, you say that sounds delightful but just turn it around and tell me how disgusting this sounds. How about I give you a slice of pineapple, put some marinara sauce on top of it, and put some bread crumbs on it. All of a sudden it sounds disgusting.

**Will:** You know, he'll sprinkle a little oregano on there, maybe some red pepper flakes. It's all the trappings of pizza, but with no cheese.

**Beth:** I mean, I just love pineapple. You can do a lot to pineapple before I would say no. Anyways, hey murder-inos. [*others laugh*] I'm Beth May, and I play Ron Stampler, emotionally detached stepfather and rogue. This week's dad fact about Ron: Okay, I think that Ron didn't know that mail person was a profession. I think that he just thought, it's people that come over, sometimes noon, sometimes 2:00 p.m., just to say hi and give you stuff. I didn't think he thought that it was anybody's job.

**Will:** He just thought they were men. He's like, I'm a male person too. Hi, nice to meet you.

**Beth:** Yeah, a male person. A male.

**Ashly:** And hey everyone, I'm Ashly Burch. I play Dennis Anderson. He is a thirst trap PTA firefighter widow dad.

**Freddie:** Ooo we love him for it.

**Ashly:** And he's a bit of a rogue. He's a bit rogue-ish in his way. Dennis' dad fact this week is, so Dennis likes to go to a 6:00 a.m. yoga class to keep his body tight, and which, that's like the witching hour for widows to find hot dads [*others laugh*] to kind of snake on.

**Matt:** 6:00 a.m.

**Ashly:** 6:00 a.m. You know, they get up bright and early. They get their shit did. They come to yoga. They're looking for Denny.

**Will:** Aw man, he does everything better than Henry. Henry only does his yoga at 7:00 a.m. Ugh.

**Ashly:** I know. He has to get up early because he has to be able to take little Ulysses to school. So, um—

**Will:** Oh yeah, that's so sweet.

**Ashly:** I know, it's very sweet.

**Matt:** It's because six is the number that sounds closest to sex.

**Ashly:** Exactly.

**Matt:** Right?

**Ashly:** But you know, Dennis is a pure heart, so he wouldn't know that necessarily. He just thinks it's nice to start your day early.

**Anthony:** He doesn't know that six and sex sound similar.

[*everyone laughs*]

**Ashly:** He goes to yoga early, and one week, one of the widows that had taken a shine to him gave him a shirt that said DILF, but underneath it said, "Devoted, Involved, Loving Father." And he just thinks that that's what—

[*Beth laughs]*

**Freddie:** That's such a good shirt. That is such a good shirt.

**Ashly:** That's what he thinks DILF stands for, and he was like, "Oh, that's really sweet." And now it's kind of an in joke between her and the other widows.

**Freddie:** Oh my gosh.

**Ashly:** Who all hate each other because they really want to bang Dennis.

**Will:** Ashly, am I hearing it right, that this is some sort of widow yoga that Dennis crashes? I don't think I quite follow. [*laughing*] I don’t think I quite follow.

**Ashly:** Yes. Weirdly, it’s the widow witching hour. A bunch of widows just happen to come to this yoga class.

**Anthony:** Oh, it's not like you're not allowed to do yoga unless your husband is dead?

[*Will laughs*]

**Ashly:** No, no, no. It's one of those things where everyone found out that Dennis goes there at six, so now all the thirsty widows come out of their hidey holes to go to yoga.

**Beth:** And which yoga studio is this? [*Ashly laughs*] In Los Angeles?

**Ashly:** Wouldn't you like to know.

**Beth:** Yes.

**Will:** Which yoga studio is this, and who does Beth need to marry and then murder to get into it?

[*all laugh*]

**Ashly:** It's The Core Power Yoga on La Cienega.

**Beth:** Gotcha. Okay.

**Anthony:** I'm Anthony Burch. I'm your Daddy Master, and I have good news. Our long national nightmare is over. I have found a way to pet my cat that does not involve any erogenous zones at all.

**Ashly:** Oh, God.

**Beth:** Oh my gosh.

**Anthony:** It's totally fine.

**Beth:** Proud to be an American today.

**Ashly:** I really wish you wouldn't keep talking about this.

**Matt:** Is it just you telling your cat that you're not going to pet it anymore? It's just like, no, you don't get pets.

**Anthony:** No, it’s—

**Will:** Now I just lick my own ass in front of my cat.

[*all laugh*]

**Ashly:** Oh, God.

**Anthony:** It establishes dominance.

**Ashley:** Brother. Brother. He is brother!

**Anthony:** No, you do the head down to the middle of the back, and then you do it really rough, and that is enough to confuse her senses and she's like, "I guess this is what I want."

**Ashly:** It's worse when you say it that way.

**Will:** What? No.

**Matt:** What is happening?

**Anthony:** It's not erotic. She just really likes it.

**Ashly:** It's worse.

**Anthony:** She loves it.

**Beth:** I Furminated my cat today. She loves it.

**Will:** Oh.

**Matt:** Oh yeah, so you got your Furminator?

**Anthony:** Yeah, it's exactly like Furminating.

**Beth:** I got my Furminator.

**Matt:** There you go.

**Ashly:** Every time this almost isn't a BDSM podcast, it just works its way, its magical way back into being a BDSM podcast.

**Freddie:** BDSM is the black hole epicenter of our universe.

**Anthony:** My cat has never nutted, and my cat will never nut.

[*music*]

**Anthony:** When we last left you, you had finished barbecuing the Dread Cow Vacarys to find out where all of your daddy magic anchors were.

**Freddie:** Dennis scoring that roll for medium-rare on that, right?

**Ashly:** Oh, yeah.

**Anthony:** So, to reiterate, Henry's was in Oakvale, Darryl's was in Ballsdeep, Ron's was in Swankery Hill, Glenn's was in Meth Bay, and Dennis's was in the Library of Decepticus. And right as you were considering talking about, hey, which anchor are we going to go through first, Erin O'Neil came up on the leaves and told you that, because the thing that was in your van that prevented you from being magically located has disappeared, the Omega Dads know where you are.

They sent bounty hunters after you, and then immediately afterward, you heard the familiar voice of Walter the Immoral coming and asking where the hell his son Paeden was, and you immediately tell him, "Oh, Paeden's right there." And he went, "Oh, okay. Cool. No big deal." And he put his sword away. So, Walter says,

**Walter the Immoral:** Where have you all been?

[*Freddie laughs*]

**Henry:** Walter, hey. Hey, it's me, Henry Oak. Hi, nice to see you again. You know, Paeden snuck out with us and then we got tangled up in a whole bunch of crazy hi-jinks, and we were just on our way to bring him back to you, right guys?

**Will:** And I look at all the other dads to give the thumbs up, like does this sound like a good plan?

**Matt:** Yeah.

**Ashly:** Yeah, absolutely.

**Freddie:** Glenn thumbs up and nods.

**Darryl:** I mean, you know Paeden. Paeden goes where he wants. Also, I'm pretty sure that we got to get the hell out of here, ASAP, so if you're going to be mad at us for taking your kid, let's do that...not...here.

**Dennis:** And Walter, Paeden's coming of age and he needs to go on some adventures, and just sort of discover himself, and we're a safe group to do that in, so I don't think you need to worry about him too much.

**Ron:** Ah, okay. Who are you?

**Anthony:** Paeden, who is currently hugging Dennis around the stomach like a front-facing backpack, turns his neck to look at Walter and goes like,

**Paeden:** Yeah, I feel very safe.

**Anthony:** And he nuzzles Dennis's ample pecs.

**Ashly:** Dennis pets Paeden's hair in a very loving way.

**Anthony:** He purrs.

**Freddie:** Aw.

**Anthony:** In a non-erotic way.

[*all laugh*]

**Ashly:** In a non-erotic, platonic, nurturing way.

**Beth:** Nowhere near the tail.

**Anthony:** Paeden will never nut. I make that promise to you, dear listener.

**Freddie:** [*laughing*] Gah, no.

**Matt:** Oh, poor kid. Really?

**Ashly:** Maybe he's asexual.

**Anthony:** Never.

**Matt:** I mean, never? Like what happens... Okay. Well, I won’t get into that.

**Anthony:** Not while this podcast is like, if you pay a—

**Matt:** We won't know if he does, unless he tells us.

**Anthony:** If we get 10,000 Patreon subscribers, we'll do Dungeons and Daddies Nights, that's like 20 years in the future and tells you about all of Paeden's escapades.

[*laughter*]

**Beth:** Ron turns to Dennis and says,

**Ron:** Hi.

**Dennis:** Hey, bud. You okay?

**Ron:** I'm Ron.

**Dennis:** I know, buddy.

**Darryl:** Yeah, Ron.

**Ron:** Ron is my name.

**Darryl:** Yeah.

**Dennis:** Yeah.

**Ron:** Um, okay, uh so yeah, just you're just hanging out with, uh...Hey, Paeden, who's your friend here?

**Paeden:** Uh? Dennis, obviously. My main man.

**Ron:** Okay.

**Ashly:** Dennis leans over to Glenn and goes,

**Dennis:** Is he doing the thing he does? Is he goofing?

**Glenn:** You know, half the time it's a goof, and half the time you don't know where the goof goes. So you kind of just ride until there's a punchline, but sometimes the punchline never comes.

**Dennis:** Right, okay.

**Darryl:** I don't know if this is like the mustache thing, like the practical joke thing, but I don't think we have time for this. Walter, did you bring any horses or anything, so we can get the hell out of here?

**Walter:** I didn't need to bring a horse. I brought something, I would say, considerably cooler, based on what you showed me that one time. Let me bring it out.

**Anthony:** And he steps in the shadows and then walks out what seems to be a motorcycle with four side cars attached on either side. It's a very, very wide motorcycle, made primarily of wood and rusted metal.

**Freddie:** What in the hell?

**Ashly:** Dennis kind of raises his hand and goes,

**Dennis:** These are sort of dangerous. Maybe I should drive. Y’know, I've done some motorcycle racing in my time.

**Henry:** Oh, that's right. Dennis did the whole motorcycle thing earlier.

**Dennis:** Yeah.

**Henry:** Yeah yeah yeah, I think that's a good call.

**Anthony:** Dennis, why don't you roll Persuasion.

**Ashly:** Oh no, eight.

**Anthony:** He goes,

**Walter:** Dennis, as always, I appreciate your attempts to make things easier on me, but I think it would be more reasonable if I drove it because I understand the weight of this baby and I keep it going.

**Dennis:** Sure, sure sure sure.

**Ron:** Yeah, there might not be room for Dennis.

**Dennis:** What?

**Henry:** Why wouldn't there be room for Dennis, Ron? I mean, I was going to say, it does seem like—is there going to be room for everyone and the kids, right? Because if there's only four side cars, I guess we all just scooch in?

**Anthony:** Walter looks at it and he goes like,

**Walter:** Oh, I can't believe I screwed up. I forgot to put on the fifth sidecar.

**Dennis:** Oh, Walter. Oh, you know, buddy, it's totally fine. It's totally fine. Hey, how about this? Would you mind, I can just sit behind you if there's room, and I'll just hug you.

**Walter:** Oh, you're going to hold me by the stomach?

**Dennis:** Yeah, I'll just hold you around the stom' [*all laugh*] and then we'll just go on our merry. Does that work?

**Walter:** All right, yeah, I think so, I think so.

**Dennis:** Okay, great.

**Darryl:** Yeah, that works.

**Dennis:** That way, everyone can be comfy.

**Glenn:** Yeah, yeah, yeah.

**Anthony:** Is everybody going to get in the motorcycle?

**Matt:** Yeah, I grab Grant and I hop in one of the side cars.

**Will:** I grab Lark and Sparrow by the hand and I say,

**Henry:** Motorcycles are very dangerous, and y’know, I'm a little nervous about us all getting in here without helmets on, so we're just going to sit very still, okay?

**Lark/Sparrow:** Mmmmm, uh...Um... Yup, yes.

**Henry:** Okay, well you guys are going to be each other's safety buddy, so see who can hold onto the sides of the sidecar the tightest, okay? I bet that I can hold on tighter than either of you.

**Anthony:** Lark and Sparrow immediately go like,

**Lark/Sparrow:** I take that challenge!

**Anthony:** And they grip into the sidecar so hard that the wood of it splinters.

[*laughter*]

**Freddie:** Glenn sits down with Nick and is like,

**Glenn:** Hey Nick, can you pass me the other end of that seatbelt?

**Nick:** Uh…

**Glenn:** Just kidding! [*laughter*]

**Ashly:** Oh, nice one.

**Nick:** [*laughing]* Oh, you almost got me. I was like, I don't know where it is. Oh, man.

**Glenn:** We don't need a seatbelt where we're going.

**Freddie:** And I kick back.

**Nick:** Fucking good shit. Good shit.

**Ron:** Hey, Terry, you wanna...after you kiddo. You wanna hop in there, in the side car thing?

**Terry Jr.:** Well, if I go in first, you're going to have to be sitting on my lap. Do you want to go in first?

**Ron:** No, you can go in first. I just want to... Dennis seems to be having a great time so close to the bullywug. I don't see why I can't be wrapped around somebody. Just sort of there for no reason.

**Dennis:** Yeah Terry, why don't you make room for your dad, huh? There's not a lot of space. We all have to cuddle up.

**Ron:** Thanks, Dennis.

**Dennis:** No problem, bud.

**Beth:** And Ron just squints very hard at Dennis, but in a way that to everybody else might seem innocent.

**Anthony:** Terry kind of goes like,

**Terry Jr.** Yeah, you got a good point.

**Anthony:** And so, he gets in the car first and tries to scoot over to make enough space. There isn't enough space, so you're just going to sit on your stepson's lap?

**Beth:** Yeah. Is that cool? Is that weird?

[*laughter*]

**Anthony:** Nah, I don't think it's weird.

**Beth:** I don't think it's weird.

**Will:** I think it's wholesome.

**Matt:** I mean, it’s weird. It's Ron weird.

**Beth:** Ron is canonically 5'4”.

**Anthony:** Terry's like,

**Terry Jr.:** This doesn't have to be weird. It really doesn't have to be weird.

**Ron:** Hey, Terry, you're right. It does not have to be weird at all. It doesn't. It doesn't even have to be a little bit weird. It can just be like this.

**Terry Jr.:** I mean, one of us is going to have to sit on the other's lap and you are not wearing pants, so no matter what it's going to be a little bit weird, but it doesn't have to be that weird.

**Beth:** I'm already sitting on his lap. I'm already sitting.

**Matt:** I lean over to Grant, and I'm like,

**Darryl:** That—Those Stamplers are pretty weird, aren't they?

**Anthony:** Grant, for the first time in what feels like hours, meets your eyes and goes, "Yes," and then looks away again.

[*Freddie laughs*]

**Will:** Oh, they found a new bond. They can shit on Ron together.

[*all laugh*]

**Freddie:** I’d like to think that Ron is taking Terry's hands and then clasping them around his waist and is like-

**Beth:** No!

**Freddie:** Clasp your fingers, please, to be a seatbelt.

**Anthony:** So, Walter guns it, and this behemoth made of wood and steel that's powered by seemingly a big box of coal at his feet, roars out of the cave. And as the daylight of the cave begins to hit you, you begin to see the silhouettes of five riders approaching you on mounts of various different sizes. And as the car gets closer and closer, you can see that some bounty hunters on a very large mastiff, a horse, a camel, a skinny elephant, and a miniature pony, a la Little Sebastian—

**Ashly:** Hell yeah.

**Anthony:** Are all charging towards you—

**Beth:** Why is the elephant skinny?

**Anthony:** And they look to be kenku, which is bird people that can't fly.

**Matt:** Idiots. [*laughing*] What's even the point? Okay.

**Anthony:** So, they're all holding their weapons forward and sort of charging at you, and the car’s—the motorcycle rather, is coming toward them, and you're about to hit them. Is there anything you'd like to do before you hit them?

**Matt:** Oh, so it's like a jousting moment, like we're both going straight at them.

**Anthony:** Yeah.

**Will:** So they're coming straight at us?

**Anthony:** Yeah.

**Ashly:** Can I do like a perception-y type check to see if there's any sort of hot maneuvering we could do, if there's any sort of way we could slip between or do something advantageous with the room that we got?

**Anthony:** The room you're in is hypothetically collision-course, but actually, why don't you give me a perception check and then I'll tell you.

**Matt:** Could we do the cartoon thing where we split the side cars away [*laughing*] and then they go through us and then we bring them back together?

[*Will laughing*]

**Anthony:** Absolutely you can do that.

[*laughter*]

**Ashly:** I got an 18.

**Anthony:** Okay, so with an 18 you know that, A) you could do the thing that Matt just said, and B) hypothetically if you did it properly enough, you could fold in the end sidecars and then use the tunnel that you're in like a pipe and then sort of drive around the circumference of it, going over them kind of.

**Will:** What, like in *Men In Black* when he presses the red button?

**Anthony:** Exactly.

**Matt:** Henry, this is all you, baby. All you got to do is do the vines. We split up and we make a clothesline.

**Will:** Oh yeah. That's pretty good.

**Anthony:** That's very cool.

**Will:** Oh yeah. I think we should do that.

**Henry:** Guys, did you ever watch that movie where it's the guy and his dad, and they're in the motorcycle with a sidecar, and I think his dad is James Bond, and the younger guy is like, he’s Harrison Ford. I can't remember which movie this is, but it doesn't matter. They're in a little car and they separate I think, at one point. I might be remembering this wrong. Look, the point is—

**Matt:** Yes, dad movie.

**Henry:** We're going to do a little clothesline, right? So, check this out.

**Will:** And I cast Entangle on the side of the motorcycle.

**Anthony:** So you haven't detached the cars yet, right?

**Will:** No, the idea is I'm going to pull a big vine or thing of vines out of this pile of entangled vines, and then we're going to stretch it out and split and clothesline them.

**Matt:** Probably like Dennis holds one side of it.

**Henry:** Yeah, do you guys remember when we dropped the pyramid in Neverwinter and then Dennis and I both jumped off the other sides with a rope and then we were hanging and balancing?

**Dennis:** Yeah yeah yeah. Okay.

**Ron:** Actually, what?

**Dennis:** You don't remember the pyramid?

**Will:** Henry—

**Henry:** Yeah, Ron, it-

**Dennis:** There was that whole thing—

**Darryl:** Yeah. The frogs.

**Dennis:** we killed all those people. It was really bad.

**Ron:** Hey, mister, I caused the pyramid. Basically, it was all my fault, y’know? Give me a little credit here.

**Dennis:** No, yeah you're right. I'm sorry. I’m sorry. I don’t mean to—

**Darryl:** Ron—

**Dennis:** I know it's a sore subject.

**Matt:** I look straight at Ron.

**Darryl:** Ron, we all caused the pyramid, man. You can't put that on your own shoulders.

**Dennis:** Yeah.

**Ron:** Well, I was just saying that Dennis—I don't know what Dennis did to—

**Henry:** Ron, we can sort out who did what about the pyramid and we can-

**Dennis:** I was right there. We did the rope thing.

**Henry:** Look, it's important when you go through something traumatic to process it—

**Ron:** Okay.

**Henry:** But right now is really not the time.

**Will:** And I look at Dennis and I say,

**Henry:** Dennis, just like the pyramid, bro.

**Will:** And I throw him a wink, and then I toss him the other end of the vine.

**Dennis:** You got it, buddy.

**Beth:** Ron, under his breath, says,

**Ron:** This is not just like the pyramid.

[*laughter*]

**Freddie:** And then Glenn is going to take this moment to do a little bit of bardic inspiration, and quotes Iron Maiden at Dennis. So Dennis, actually you're going to be able to have a 1d8 for any ability check that you want to do here for the next 10 minutes, so inspired are you by the lyrics of Iron Maiden.

**Ashly:** Anthony, okay, so I want to use all of the core yoga strength that I have to try to hold on to this vine [*others laugh*], while also keeping the motorcycle straight, so that Walter doesn't tip. Since we're doing some shenanigans, y’know? I want to make sure he's on the straight and narrow.

**Anthony:** Okay. So, are you going to hold both ends of the vine from the left and the right side, or just one of them?

**Freddie:** Henry has one end, Dennis has the other end.

**Anthony:** Okay.

**Matt:** This is what we'll do. Henry's got one end, Dennis has the other. Darryl, who is in the side car next to Henry, because he always stays close to Henry, he leans over Henry's lap—

**Will:** Aw.

**Matt:** And then he is the one who's going to unpin the side car so that it's all ready to separate out.

**Anthony:** Gotcha. Smart. Very cool.

**Ron:** Hey guys, I can do something really stupid that then works in a coincidence.

**Henry:** Okay.

**Ron:** We don't have to do this plan.

**Dennis:** If you could describe what that is, and then maybe actually do it, that would be great.

[*Matt laughs*]

**Ron:** No, Dennis, I said that I've done it before. You should, you would know whoever—

**Matt:** Darryl's like,

**Darryl**: Henry, are you good? Are we ready to go?

**Henry:** I'm good. Hey, Dennis—

**Matt:** And then I unpin it.

**Henry:** Let's do a vine-yasa flow.

**Will:** And then I go to Darryl, I'm like,

**Henry:** That's a yoga joke. I don't think you’d get it, but pull the pin.

**Matt:** I don't get it, and I pull the pin.

**Anthony:** Okay.

**Will:** All right, so I'm going to try to... I guess, Darryl, you might want to-

**Beth:** Ron turns to Terry Junior and says,

**Ron:** I got that yoga joke.

[*laughter*]

**Anthony:** Terry, he can't say much because your back is smushed into his face, but you feel his hand reach up and pat you on the shoulder a couple times.

**Matt:** Do we have to roll or anything, Anthony?

**Anthony:** Okay, no. You don't have to roll. You've basically pulled it out—

**Matt:** Wow. Oh.

**Anthony:** You pulled the thing out and the sidecar is beginning to drift to the side, so who does need to roll is Dennis and Henry, holding on to their ends of the vines. So, both of you roll Strength or Athletics, up to you. Athletics would probably be better.

**Will:** Fuck it, why not. I was going to be like, I feel like Henry would just tie it to the cart, but—

**Anthony:** Oh no, that's even better. That's great.

**Will:** Okay.

**Anthony:** Roll like, Dexterity, or Slight of Hand.

**Will:** Okay.

**Ashly:** [*dice rolling*] I fail.

**Will:** Uh oh.

**Freddie:** Well, you can throw a 1d8.

**Will:** How bad did you terf it?

**Ashly:** Okay, hold on. Let me try that. [*dice rolling*] Oh, I got a fucking 1. Are you serious?

**Will:** Oh no!

**Beth:** Yeah.

**Matt:** The 1d8?

**Beth:** That's great. I mean, that sucks.

**Freddie:** That's the first time that the bardic inspiration I've given you has not helped you at all.

**Ashly:** I know, it'd be good if I could get at least a five.

**Matt:** What was your roll?

**Ashly:** My roll on my d20 was a 5, and then my roll on my d8 was a 1.

**Will:** Yikes. Well, Henry held onto his like a champ, so Henry's still got the rope.

**Anthony:** Okay, so Henry tied his side on.

**Ron:** Well, Dennis was doing a real corpse pose over there.

[*Will laughs*]

**Dennis:** That is a good one, buddy. That is a good one.

**Ron:** It's not supposed to make you... Okay.

[*Freddie laughs*]

**Anthony:** Terry, again, pats you on the shoulder.

**Anthony:** The vine gets yanked out of Dennis's hand, and worse than that, it doesn't just fall to the ground. The vine falls into the wheel of the motorcycle [*Will makes a noise*] and gets caught up in it. And so, immediately the motorcycle gets gummed up and the front wheel stops moving [*Will makes another noise*], which means the back wheel continues to move, so—

**Matt:** Like L*ast Crusade* style?

**Anthony:** Well, *Last Crusade*, or I was going to say *The Dark Knight*, the semi trailer, like the back of it just goes [*makes noise*] and starts coming up over the top because the front had stopped so suddenly, and all of you begin to tumble forward out of—

**Will:** Oh shit.

**Anthony:** Your sidecars. So, everybody give me a Dexterity roll to try to avoid damage as you land.

**Will:** Shit.

**Matt:** So just to clarify, what I'm doing is, as I feel the car crashing, I am hugging and wrapping myself around Grant.

**Anthony:** Okay.

**Will:** Aw, so sweet.

**Anthony:** So, he won't have to take any damage then. Whatever damage he takes... I'll roll for all the kids, and then—

**Will:** Okay.

**Anthony:** But specifically Grant, whatever damage he might get will instead happen to you, Darryl.

**Will:** Oh!

**Matt:** So what am I rolling, Dexterity or Constitution?

**Anthony:** You're rolling Dexterity saving throws.

**Will:** Shit, wait. I got, did we—We never Long Rested at the end of the last episode because you guys bullied me into doing that fight while—

**Beth:** We haven't Long Rested for like, years.

**Matt:** Because we were going to get attacked! We would have been attacked in the middle of our sleep.

**Will:** Yeah, well okay, so I was going to be like, "Oh, Henry nailed it," but Henry's got fucking disadvantage on all of his rolls still. So, Henry did not nail it, and Henry's gonna die.

**Matt:** Well remember poison wouldn't be fixed during Long Rest. Remember, that's the other thing. Poison's not fixed during Long Rest.

**Will:** Your fucking mom would be fixed in Long Rest.

[*Matt laughs*]

**Matt:** I got 16 +1, so 17.

**Freddie:** 13 +3, 16.

[*dice rolling*]

**Beth:** I got an 8.

**Ashly:** Oh no!

[*dice rolling*]

**Will:** Henry got a 7.

**Ashly:** Oh no!

**Freddie:** Henry, don't you have inspiration?

**Will:** Oh, you know, I did have an inspiration. All right.

**Beth:** I think I have inspiration, too.

**Will:** Yeah, all right, I'll use mine. Do I have to roll... Do I get disadvantage when I burn inspiration again, or do I just get a new roll?

**Anthony:** No. Hypothetically, you would use it beforehand so that it would be like, oh it cancels out. So actually, just use a normal-ass roll. Ignore what just happened. Just give me a normal roll now and that'll count.

**Will:** Okay. I got a 17.

**Anthony:** 17, okay.

**Will:** Yes.

**Beth:** Wait, can I use inspiration because I had that sick burn on Dennis that everybody thought was so funny, including Dennis?

[*laughter*]

**Anthony:** Uh... No.

[*Freddie laughs*]

**Beth:** Okay.

**Anthony:** So, everybody who rolled less than a 10, you're going to take 2d4 damage, and all the kids saved, except for Grant. So, Darryl, you're going to take 4d4 of damage.

**Matt:** Oh.

**Anthony:** And the motorcycle comes to a horrible and sudden stop. All of you are thrown forward by the suddenness of the jolt, and the four bounty hunters on their steeds of different size are still coming at you. What would you do?

**Matt:** I got 15 damage.

**Ashly:** 15 damage?

**Beth:** How?

**Anthony:** That's almost the max you could possibly get.

**Matt:** I got four, four, four, three.

**Anthony:** Oh my God.

**Will:** This is why you wear helmets when you ride motorcycles, people.

**Matt:** Yep.

**Beth:** I got 6 damage.

**Anthony:** Okay.

**Beth:** Ow.

**Freddie:** Okay, so real quick, character strategizing. Will, it feels like the vines are going to be the way to stop these other vehicles in their tracks, right?

**Will:** Oh, because they're still strewn all over the bibbidi-bobbidi place?

**Freddie:** [*laughing*] Yeah.

**Matt:** Are we in combat?

**Anthony:** You're going to get one more turn of reaction because you guys stopped short of where you were going to go with your speed, so you have one more turn to do something, and then we'll be in combat.

**Will:** What happened with the kids?

**Anthony:** So, the kids all flew forward, but Lark and Sparrow, because they were holding so tight onto the cart like you suggested, just sort of stayed with it as it went forward and then they let go gently after it stopped moving.

**Will:** That's my boys.

**Anthony:** Terry was cushioned by Ron's girth being on top of him. Let's rephrase that. [*others laugh*] Terry was cushioned... Terry just knows how to land. You know what, Terry just knows how to land safely. It's fine. He can take care of himself.

**Matt:** He's the best soccer player. He's quick on his feet.

**Anthony:** Nick got so fucking lucky because his legs were up and his hands were behind his head [*Freddie laughs*], and when the thing stopped his fear kicked in and his legs went totally straight, and they braced him against the cart so that when it flipped over, he was just sort of standing—

**Beth:** Standing?

**Anthony:** And then he just sort of stepped out of the cart.

**Matt:** Now, let's be honest. You know how when drunk people get hit by cars, they don't get hurt because they're all super flexible? It's like both Nick and Glenn are so high and so loose that they just roll off this thing like a baby. They just bounce back.

**Beth:** Yeah, that's definitely a fact more people should know.

[*laughter*]

**Anthony:** Yeah. Don't drive drunk, but if you do get into an accident, make sure that you are drunk.

**Freddie:** Get drunk.

**Matt:** If you're going to walk across the street, walk across the street drunk.

**Will:** Oh my God. All right. Let’s—

**Matt:** For legal reasons, that was a joke.

**Ashly:** Since Ron is the only one that failed, is it possible for me to go over and help him up really fast?

**Anthony:** So, you go to help Ron up, but your grip slips. When you fell out of the motorcycle, the holster for your dagger on your belt got right-angled, and as you try to pick Ron up, you stumble a little bit or Ron stumbles a little bit, and he falls kind of onto the tip of the dagger. So Ron, take an additional 1d4+2 damage.

**Will:** Oh my God!

**Beth:** Oh my God.

**Will:** What?

**Matt:** Wait, he fell onto his dagger?

**Anthony:** Yeah.

**Beth:** All right, so I took 4 more damage.

**Matt:** Oh.

**Will:** Oh man.

**Anthony:** Okay. Everybody who's not Dennis has one thing they can do before these guys get to you.

**Matt:** What do the sidecars look like?

**Anthony:** They're basically like big old rectangular wooden crates that are attached by an iron beam to the center of the motorcycle.

**Matt:** So, our four sidecars are still attached and the motorcycle's separate?

**Anthony:** You are connected to the motorcycle, but only by the vine that Henry tied, not by the pin that connects to the beam.

**Matt:** Yeah, I was more thinking about using the four sidecars as like a shield of sorts to not let these animals trample us.

**Will:** Oh, it's like a fucking gladiator.

**Ashly:** Oh.

**Matt:** Yeah, yeah. Exactly. Because what? We got a skinny elephant, whatever the fuck that is. [*laughing*] We got a skinny elephant, a small pony—

[*Ashly laughing*]

**Will:** It's a Republican on a diet, am I right? Ha cha cha.

[*laughter*]

**Matt:** A small pony, a camel. Anyways, we got a bunch of trampling animals running towards us.

**Anthony:** Mastiff and a horse, yeah.

**Freddie:** Real quick, just broadly, how's Nick's throwing skill? Can I trust this kid to throw something fairly accurately?

**Anthony:** He's got a +2.

**Freddie:** I'm going to be like,

**Glenn:** Nick, take this jug and chuck it at whatever comes at me.

**Freddie:** And I'm going to go pretend like I'm stuck, like my foot is stuck underneath one of the side cars and be like, "Oh no, my foot's stuck. Oh, I'm helpless here." And then the idea is that Nick is going to try to throw the jug and splash acid all over whoever is coming to me.

**Anthony:** Okay, it will destroy the jug.

**Matt:** Why don't you just grab the jug and [*laughing*] throw it at somebody?

**Ashly:** Yeah, why is Nick being coerced into doing this?

**Will:** I was going to say, you do realize you're asking your son to throw acid more or less at you. You could do like oil or something.

**Freddie:** No, because they're coming at me! They're coming at me.

**Will:** Why don't you just do like grease on the ground, and then they'll all spin out or something like that?

**Matt:** Or light them on fire or something?

**Will:** I don't want to backseat parent. It's up to you.

**Freddie:** Well, Will, this is why you don't backseat parent because you're not sitting there with my character sheet in front of me, in the same way when you're out in the real world, you don't have other people's character sheets in front of them. And if you did, you would know that acid comes in eight ounces and oil only comes in one quart, which is not a lot of oil to cause any kind of crazy stuff, but eight ounces happens to be just enough to melt someone's face off.

**Matt:** Freddie, I—

**Will:** Okay, a quart is more than eight ounces, isn't it?

**Ashly:** I thought it was.

**Freddie:** Yeah, but if the goal is to melt someone's face or [*louder as Matt begins to speak*] set an entire thing on fire-

**Matt:** This is magical liquids. This is stupid. No, we're not letting this be fricking cut twice bullshit. I don't know what Freddie's talking about.

[*Ashly laughs*]

**Matt:** Okay, so Darryl flips over the four sidecars, and—

**Anthony:** There are 32 ounces in a quart, by the way.

[*Beth laughs*]

**Matt:** And tries to herd the kids underneath the sidecars.

**Freddie:** Yeah, I know what 30... Hold on, back—Okay, hold on, back up.

**Matt:** No, no, no. You did your move.

**Beth:** No, I don't want to back up.

**Matt:** Hey, Game Master, referee over here, referee. Game Master—

**Anthony:** Yes, yes.

**Matt:** Has Glenn finished his action?

**Anthony:** Glenn has finished his action.

**Freddie:** 32 ounces—

**Matt:** Okay cool, so shut up. Okay, so what’s going to—

**Beth:** Relax, everybody.

**Freddie:** A super Big Gulp! A super Big Gulp, yeah that's going to be enough oil to get someone to spin out. A super Big Gulp worth.

**Matt:** So, what Darryl does is he flips over the sidecars, and herds definitely Grant, but then any of the other kids who are nearby, probably Henry's kids, tries to get them underneath the sidecars, and then he braces up against it and holds up his ax and gets ready for whatever these creatures are going to do.

**Anthony:** You and Nick are both going to have reactions when they get within your range of attack.

**Matt:** And Grant.

**Anthony:** Yeah, and Grant.

**Matt:** I don't care about Nick.

[*laughter*]

**Ashly:** You don't care about him?

**Anthony:** Well, Nick's actually attacking. Grant's not going to do anything. Grant's just going to hide. Did you want Grant to do something?

**Matt:** I try to herd Nick, and then I see Nick holding a big thing of acid, and I go "Eh." And then I'm like, "Grant, get underneath the side car. Get underneath the side car."

**Anthony:** You consider grabbing Nick, but then you're like, "Well, I can't see Glenn's character sheet so how can I possibly judge."

[*Will laughs*]

**Matt:** I mean, what does Grant do? Like I give Grant my other axe, because I got my great axe and I have my original starting axe. I give him an axe, but I'm definitely telling the kids to get behind the side cars, as best I can.

**Anthony:** Okay, well when you put the axe in his hand, a look of recognition comes upon his face.

**Will**: Oooohhh!

**Matt:** Yeah.

**Ashly:** Oh no.

**Anthony:** And he gets a 1000-yard stare, and he says,

**Grant:** I know what to do.

**Will:** No. Oh, God!

**Beth:** Oh, God!

**Will:** It's so bad.

**Anthony:** And he steps forward, axe in hand, to stand alongside you.

**Ashly:** Oh buddy.

**Matt:** Okay. I mean, I definitely notice it, but I'm assuming, I’m playing this as if they are inches away, so I raise my axe and I'm watching Grant. I'm going to get him out of the way if I need to, but—

**Anthony:** Okay.

**Matt:** I'm not going to argue with him.

**Ashly:** Do we have tabs on Paeden, by the way? Is Paeden one of the children that you rustled up?

**Anthony:** Paeden landed fine, because he was still holding onto Dennis's torso, and he still is, like reverse Yoda from *Empire Strikes Back*.

[*Beth and Freddie laugh*]

**Matt:** Oh, so Paeden was over with you.

**Ashly:** Okay, great. Good.

**Anthony:** Yeah. Dennis has always been Paeden's favorite.

[*Ashly laughs*]

**Matt:** That hurts.

**Beth:** Damn.

**Will:** Henry, seeing that the kids are safe underneath the sidecars, sees the horde coming and he turns to Dennis, and he says, "Dennis." And he slaps Dennis on the shoulder and says,

**Henry:** Be one with the shadows, my friend. Move like the night. Strike like a dagger, blinding and flying through the darkness.

**Will:** And I cast Pass Without Trace on Dennis. So Dennis has a +10 bonus to Dexterity checks—

**Freddie:** +10!

**Matt:** Damn.

**Will:** And can't be tracked except by magical means.

**Anthony:** Holy shit.

**Matt:** That dexterity would have been useful when you gave him the vine.

**Ashly:** [*laughing*] Yeah. That's okay. You know what, better late than never.

**Anthony:** How long have you had that spell? That's amazing!

**Matt:** That's a good-ass spell, yeah.

**Ashly:** That's a really good spell.

**Will:** It's good. Y’know—

**Matt:** Barbarians get angry, and they get some extra damage. [*laughing*] That’s what I get.

**Ashly:** So I'm basically invisible now?

**Will:** +10 to Dexterity check, so I guess that must, yeah, you can use that on—

**Anthony:** Yeah, Stealth counts as a Dexterity check, I believe. I don't know.

**Ashly:** I think it is.

**Will:** Yes. Yeah, yeah, yeah.

**Anthony:** Many will tell me afterwards if I'm wrong.

**Will:** It's called Pass Without Trace. Yeah, it says in parentheses Stealth check, so yes.

**Anthony:** Okay, cool. So yeah, you've done that. So now, just Ron remains, right?

**Beth:** Yeah. Ron sees that happen and sinks to his knees behind one of the sidecars. [*others laughing*] He turns around so he's not looking even at where the conflict's coming and he whispers,

**Ron:** Mr. Mustache.

**Mr. Mustache:** Yeah, what it is?

**Ron:** What should I do? I was thinking, if I shaved you off, maybe you could tell me what's going on up there, but I could still hide down here. Maybe I could just point this little dagger that's still in my stomach up like a mirror and you could tell me what to do.

[*Laughing*]

**Ron:**  Mr. Mustache, I'm really confused. There's a lot of things that have changed recently, and I just need some guidance, I think.

**Mr. Mustache:** Why would you shave me off? That would kill me. I would die. That would be a bummer.

**Ron:** But it would look good though, right?

**Mr. Mustache:** Don't do that.

**Ron:** I think I would look good.

**Mr. Mustache:** I mean, we all saw what you looked like before you had the mustache. You had a normal mustache, and now you have a second mustache so your sexiness is double. To me, it would be a step back. It would be a mistake.

**Beth:** Okay, that's fair. That's fair.

**Anthony:** So, definitely keep me on the face.

**Beth:** Okay.

**Anthony:** Now, in terms of what you should do strategically here, hmm. Well, you have many options. You could run. You could fight. You could sneak on them, but it seems like your buddy Dennis is probably doing a much better job at that, so.

[*laughter*]

**Ron:** Oh, we'll see about that. Okay.

[*laughter*]

**Beth:** Can I just try to do whatever Dennis is doing, but without that bonus?

**Matt:** You just follow Dennis?

**Anthony:** Yeah, absolutely.

[*Will laughs*]

**Beth:** Okay, yeah. I'm going to try to sneakily follow Dennis.

**Anthony:** Great. Dennis, go ahead and give me your Stealth roll.

**Ashly:** Okay. [*dice rolling*] 19.

**Anthony:** What do you do? Describe what you're doing to sneak up on these [inaudible 00:34:02].

**Ashly:** So basically, all of the carts are overturned, right?

**Anthony:** Uh-huh.

**Ashly:** Are there any adjacent to me?

**Anthony:** You were in the center on the motorcycle, so the rightmost cart on the left set of carts, and the leftmost cart on the right set of carts, are right next to you.

**Ashly:** Okay. So, is it—

**Freddie:** [*laughing*] What a sentence!

**Ashly:** And yet, I follow.

**Anthony:** I know. I'm not good at imagery or visual. Yeah, I'm not good at that.

**Ashly:** I think, if I could roll stealthily underneath one of these things, and then as the creatures are passing, can I use my Flail and try to sweep the legs?

**Anthony:** Okay. So, Ron, give me a Stealth check as you attempt to do the exact same thing.

**Beth:** Okay, so I got 13 +8.

**Ashly:** Wow.

**Matt:** Ooh!

**Will:** What?

**Beth:** But I think, instead of using a Flail, whatever the frick that is, I'm going to take the dagger out of my stomach and try to stab somebody while I'm rolling.

**Anthony:** Perfect.

**Ashly:** Also, could I instruct Paeden to also do the same thing, to put out a weapon and try to sweep the legs?

**Anthony:** Paeden's like,

**Paeden:** Oh, that's my move, baby. You don't have to worry about that.

**Anthony:** And he looks over at Glenn's tendons and sees that the wound is still fresh—

**Beth:** Oh my God.

**Anthony:** And he goes like,

**Paeden:** I've been training for this my whole life.

**Freddie:** [*laughing]* Like punched him on the tendons.

**Anthony:** Yeah. Walter the Immoral... Actually, I got to roll to see if he landed correctly or not. I didn't do that for him. [*dice rolling*] So, Walter came out, he fell onto his face, but then he begins to—

**Freddie:** Isn't a bullywug like a frog?

**Anthony:** What?

**Freddie:** Aren't they like frogs?

**Anthony:** Yeah, he's a bullywug, so he's frog-like, yeah.

**Matt:** Yeah, they have faces still.

**Anthony:** They have faces, and they're allowed to be clumsy, you piece of shit.

**Beth:** Yeah.

**Freddie:** Oh.

**Anthony:** So, he falls onto his face, and he pushes himself up and mud's dripping off of his face, and he sees these five people coming at him, and he goes,

**Walter:** I didn't come this far to lose my son now.

**Anthony:** And he pulls out his sword, and he just fucking charges at them with the sword held high.

**Ashly:** Whoa, Walter.

**Will:** Oh, Walter.

**Matt:** Hell yeah. He's like the frog in Chrono Trigger.

**Beth:** I think I have a crush on Walter now, oh my God.

**Anthony:** Yeah, he looks exactly like the frog from Chrono Trigger.

**Ashly:** Oh no, my heart.

**Anthony:** Okay, so he's going to attack. [*dice rolling*] And he misses horribly.

**All Players:** No!

**Will:** I'm getting flashbacks to the son in *Gladiator*, when he's like, "Mama, it's Daddy," and he runs up and just gets lit up in the greatest horse kill of all time.

[*laughter*]

**Matt:** That moment is horrible, but it's legitimately funny, right? [*laughing*] We used to watch that so much on our DVD.

**Beth:** No.

[*Freddie laughing*]

**Matt:** It was so funny. Go watch it again. It's a funny moment.

**Anthony:** Some of the violence in that movie, I was young enough when I saw that like, when the girl gets cut in half by the blades on the chariot, I was like, "Do I not like movies? Do I not want to watch movies anymore?"

Okay, so the guy that he swung at, the one who's on the mastiff, swings back at him and connects, and he does [*dice rolling*] 12 damage to Walter, just boom in the face with a mace.

**Matt:** Oh no.

**Beth:** Oh my God.

**Anthony:** And Walter falls down.

**Ashly:** Goddamn.

**Anthony:** Glenn would go next, because you're up there pretending your shit is stuck and you wanted Nick to throw, right?

**Freddie:** Correct. And I'm going to do a little bardic inspiration for Nick, by the way. See, everyone yelling at my bardic inspiration, you happy now? Huh?

**Anthony:** You did that... Is there a limit on how often you can do bardic inspiration?

**Freddie:** This will be the last one prior to a rest that I will be able to do.

**Anthony:** Okay, so which one would you like to target? The one on the mastiff, the small pony, the—

**Freddie:** Oh, just whatever's the easiest one.

**Anthony:** All right, fair enough.

**Beth:** I mean, ponies are already small, y’know? If it's a small pony, it can't be that cool.

**Will:** How big are these birds?

**Anthony:** So, the birds are human size, basically. They are bipedal—

**Will:** So there's a human-sized bird on a teeny tiny pony that—

[*Freddie laughs*]

**Anthony:** Yeah.

**Will:** Okay.

**Ashly:** It's trying its best. It’s really—It has to work.

**Anthony:** Yeah. It's doing everything it can.

**Matt:** Well still, it's really strong though.

**Anthony:** You know how you look at a group of friends and you're like, one of these people gets made fun of by the other friends, and that's their bonding thing? You can tell it's that one.

[*laughter*]

**Matt:** Aw.

**Will:** This is the bird, if they were playing N64, this bird would have the Mad Catz controller, is what you’re saying, because—

**Anthony:** Exactly.

**Beth:** You look at a group of friends and you say, "That one's a big, human-sized bird on a tiny pony." [*laughing*]

**Anthony:** [*laughing*] Let's try to make that a thing, Dungeons and Daddies fans.

So yeah, he's going to throw it at the guy on the tiny horse, and he goes back with his arm, and Darryl can see he's in horrible form for throwing a football or whatever, and he just kind of chucks it, and it smashes into the face of the kenku, and acid spreads all over his face. Unfortunately, you've lost that item now, because it shatters.

**Will:** Aw!

**Freddie:** A good death.

**Anthony:** He falls off of his tiny pony, grabbing at his face. He's going "[*bird noises*]" as feathers begin to fly everywhere.

**Will:** Oh, man.

**Matt:** Damn.

**Freddie:** Feathers take this from an R rating to a PG-13.

**Anthony:** And then one of the guys that's on the camel is now within range of you, Glenn, who were pretending to be trapped but you're not.

**Freddie:** And this is where I go [*laughing*],

**Glenn:** Just kidding, motherfucker!

**Freddie:** And I pull out my gun.

[*all laugh*]

**Ashly:** Oh my God!

**Anthony:** I forgot about your gun.

**Beth:** I thought you were going to say something cute like, "Let's bust this hump."

**Freddie:** And I'm going to fucking shoot my human firearm at this bird.

[*Will still laughing*]

**Anthony:** Okay.

**Matt:** You keep shooting at birds. Weren’t you shooting at Henry's dad?

[*Freddie laughs*]

**Will:** He just hates birds!

**Matt:** He hates birds.

**Anthony:** All right, give me a roll.

**Freddie:** All right.

**Matt:** I don't even remember what Chekov’s gun does other than shoot bullets.

**Beth:** Shoot birds.

**Matt:** [*laughing*] That’s the only way that Freddie uses it.

**Anthony:** You can use it to hurt people, or you can shoot it into the air and the smoke will show you something that is relevant to the situation, but Freddie's only wanting to do it to kill people.

**Beth:** Yeah, you can do important stuff, or you can kill birds.

**Anthony:** Yeah, or you could shoot birds. It has advantage on shooting birds, apparently.

**Will:** Freddie, are you using Iron Sights? You got a reflex on there, holo, what's it got?

**Anthony:** What kind of camo do you have?

**Beth:** Glenn is totally one of those guys that you go over to his house and you're looking for a popsicle or some ice cream and he's got like three live ducks in the freezer that he's hunted himself. And he's like, "Yeah, we're going out next weekend, too."

**Freddie:** 11 +6, 17.

**Anthony:** That is enough, so the kenku, the last thing it sees is you raising a gun. The last thing you see of it is its utter surprise and confusion at what the fuck you're holding, because it's never seen anything like that before, and then bang, it hits him right through the chest, and he is launched off the back of his horse and just falls over and stops moving. So, that's two of them taken care of.

**Beth:** This is horrific.

**Freddie:** And I give a thumbs up to Nick, because it's the Close boys that made that happen.

[*Will laughs*]

**Anthony:** Nick gives you a thumbs up. There's still some acid spilled from the jar onto his hand, so it's burning through his thumb.

**Will:** Oh, like Fight Club.

**Anthony:** So he's shaking a little bit, yeah, like Fight Club, trying to keep his smile going and keep cool about it and not acknowledge it as it drips down his thumb. He's like,

**Nick:** Yeah, we did it, Dad. We did it.

**Anthony:** So Darryl, it is your turn.

**Matt:** I'm inspired by Nick's great throw, and I try to flash back to my days of... You know what, I’ll just—Canonically, Darryl tried to play baseball, and he wanted to be a pitcher, but he was terrible at pitching, so right before he throws, he remembers the day that he threw all balls and lost. So, I'm going to give myself disadvantage on this throw.

**Anthony:** Okay.

**Beth:** That's beautiful.

**Ashly**: Aw.

**Matt:** I'll tell you right away, disadvantage or not, it did not matter, because my first roll was a three. And my second was a 10, either way. So, 3 plus what, Dexterity for throwing?

**Anthony:** It whiffs completely—

**Ashly:** Oh, no.

**Anthony:** Just through the air, through the window, between the bodies of two of the other kenku. And then Grant sees you completely manage to whiff, and he goes,

**Grant:** No, like this.

**Anthony:** And he winds up with his axe—

**Matt:** Wait, before he does that, I look at him. I go,

**Darryl:** Just sweaty hands, slipped right out. It was good aim, but I just slipped.

**Anthony:** He goes,

**Grant:** Uh-huh.

**Anthony:** And he looses the ax and it sails, like you did a vertical baseball thing, he just does it like he's doing the hammer toss in the Olympics. It sails through the air, spinning horizontally, and just fucking... Let me roll damage.

**Freddie:** Oh my God.

**Anthony:** It just fucking decapitates the kenku on the mastiff.

**Beth:** Whoa!

**Freddie:** Oh my God!

**Will:** Oh my God.

**Anthony:** And blood shoots out of the stump on this kenku's body, and you can see Grant is smiling.

**Will:** Ooohhh!

**Beth:** Oh my gosh.

**Ashly:** Oh.

**Freddie:** My thumb's still up, I'm like,

**Glenn:** Man, Nick, it's weird how we basically did that and it was fine, but it's different now? Weird.

**Nick:** Weird. It is weird.

**Henry:** It is weird. It’s weird. It's weird though, I don't know. It's weird. I'm very upset.

**Matt:** Darryl definitely notices it. I think he's still pretty embarrassed about missing his, and he's also happy that one of the five creatures are dead that's trying to kill them. But yes, he notices that Grant seems a little bit too—

**Ashly:** How many bounty hunters are still up?

**Anthony:** So, one got thrown off by acid, one got killed by Glenn, and one just got killed by Grant, so there are two left. The one on the—

**Beth:** And they went wee, wee, wee, all the way home.

[*laughter*]

**Anthony:** All the way home. The one on the—

**Matt:** I feel like if we groan every time a kid kills something in this podcast, we're going to be groaning a lot. [*laughing*] It feels like we're going to have a lot of combat, and we got a lot of kids with us now.

**Will:** It's just that it-

**Beth:** Well, I feel like if we celebrate every time that a kid kills something in this podcast, we won't have a podcast anymore.

[*laughter*]

**Will:** Look, Matt, I don't know how to tell you, but when Nick does it it's cool, but when Grant does it, it's sad and upsetting. It's not—It’s just different.

**Matt:** No, I know.

**Anthony:** So yeah, it's Henry's turn.

**Will:** Henry is going to cast Guardian of Nature and turn into a big, burly tree guy.

**Freddie:** Whoa.

**Will:** And I'm going to just stand my ground.

**Freddie:** Have you cast this before?

**Will:** Huh? Yeah, I did this in the fight with the dads.

**Matt:** Yeah.

**Anthony:** Yeah, remember Erin said it was problematic?

**Freddie:** Oh, yeah.

**Will:** [*quietly*] That’s right. [*normally*] So, I learned nothing from Erin calling me out on cultural tree appropriation, and I—My skin appears barky, leaves sprout from my hair, and I gain the following benefits: I get 10 hit points, I get Constitution saving throws with advantage, and I get Dexterity- and Wisdom-based attack rolls with advantage. The ground within 15 feet of me is difficult terrain for my enemies.

**Anthony:** Cool.

**Freddie:** Ah, your roots system upturns the sidewalk, and the city has to spend $100,000 to fix it.

**Will:** Yes, it's a real problem.

**Matt:** If they were on bikes though, their approach would be so much cooler. They're like, hell yeah, we've got some tree roots and bumps to ride. You guys didn't do that? When you—

**Anthony:** No, instead they are on an elephant and a camel.

**Matt:** Yes.

**Anthony:** Were you standing in front of the carts or behind the carts, Henry?

**Will:** I'm probably right behind wherever Grant and Darryl were.

**Anthony:** Okay, then you're behind the carts. Okay, so then yes, both Ron and Dennis—

**Ashly:** And Paeden.

**Anthony:** And Paeden, of course. The three favorite characters on the podcast. You have a guy on a camel and a guy on a skinny elephant heading towards you.

**Ron:** And they walk into a bar.

**Dennis:** Nice one, Ron.

**Ashly:** I'm going to go for the skinny elephant and try to sweep the legs.

**Anthony:** You're going to try to slice at its legs?

**Ashly:** Yeah.

**Anthony:** Give me an attack roll.

**Ashly:** [*dice rolling*] Oh, natty 20, baby.

**Will:** Oh shit.

**Anthony:** Okay, so you're going to roll—

**Freddie:** Wait wait wait, Ashly, you got to give us that Dennis catchphrase every time he gets the natty 20 [*others laughing*]. It wouldn't be the same without that signature Dennis catchphrase. Let's hear it!

**Ashly:** You're right. Whenever Dennis gets a natural 20, he goes,

**Dennis:** I'm just happy to be here.

[*laughter*]

**Anthony:** Okay, so as is always the case when Dennis rolls a natural 20 on combat, you're going to roll whatever your damage die is, twice, and then you're going to add the damage modifier. Then, as you know, because you're a rogue and you're very good at playing a rogue, you're also going to roll an extra d6 of sneak attack damage.

**Ashly:** Oh, my gatos. Okay, I think I'm going to eviscerate this person. [*dice rolling*] Oh my God. Okay, so I rolled 16 plus 6. I'm bad at math. I rolled that many.

**Freddie:** 22.

**Matt:** 22.

**Ashly:** 22.

**Anthony:** Wait, you rolled an 8, and then an 8, and then a 6?

**Ashly:** Yeah.

**Freddie:** Ohhhhh!

**Anthony:** All right, yeah. So, literally—

**Will:** It was that Dennis touch, baby!

**Freddie:** That's the Dennis touch!

**Will:** That's that fucking Dennis energy. I love it!

**Ashly:** Just happy to be here.

[*laughter*]

**Anthony:** You roll out and you fucking slice that elephant's tendon, and even though it's a skinny elephant, all of its mass is suddenly concentrated on that one newly bad leg, and it collapses into the ground, and its head hits the ground at the wrong angle, and its neck just snaps, and it dies instantly—

**Ashly:** Oh, that's sad!

**Anthony:** Which also throws the kenku off of it. I'm going to roll damage for the kenku as well.

**Ashly:** Dennis sheds a single tear for the elephant he wished he didn't have to kill.

**Anthony:** The kenku's head hits the ground and also snaps, seconds later.

[*laughter*]

**Anthony:** So now, Ron, you have the last remaining guy who's on the camel coming at you.

**Beth:** Yeah.

**Anthony:** So again, exactly like Dennis just did, why don't you go ahead and roll an attack.

**Beth:** What Ron is going to do is try to grab around the camel's leg, while throwing the knife at it. Like, throws the knife, then dives for the legs, if that makes sense.

**Anthony:** Uh, okay. You want to throw your knife at the camel, and then dive at the camel's legs.

**Beth:** If possible, yes. I would love that.

[*laughter*]

**Anthony:** All right, so give me a ranged attack with advantage, to throw the knife.

[*dice rolling*]

**Beth:** [*laughing*] Shit. Um, that is...

**Anthony:** Oh no.

**Beth:** So, that's going to be a 7.

**Freddie:** Oh no.

**Anthony:** Oh no. Well luckily, that... No, it does nothing. I'm joking.

[*laughter*]

**Beth:** That hurts.

**Will:** Brutal.

**Anthony:** And then you're going to dive at its legs, so give me an Acrobatics check, I guess, with disadvantage.

**Will:** Is Ron trying to tackle a camel? Is that what I'm hearing?

**Beth:** Yeah.

**Anthony:** Obviously.

**Matt:** It's kind of like diving in front of a train.

**Ashly:** I think he can do it.

**Dennis:** Dennis believes in you, buddy.

**Ron:** Dennis, I can do this without you-

**Anthony:** You say that and Terry looks over at Dennis. He's like,

**Terry Jr.:** He can do it.

**Freddie:** Camel top speed...40 miles an hour.

**Beth:** Um, I— [*dice rolling*] 11.

**Anthony:** 11?

**Beth:** Yeah.

**Anthony:** Uh... Okay... Hmm…

**Ron:** My humps, my humps, my lovely camel humps. Check it out.

**Anthony:** Okay, so what happens is, you dive.

**Ron:** I drive these camels crazy. I do it on the daily. They're asking for my water. I...

**Dennis:** Said, "Oh, don't you bother."

**Ron:** Thanks, Dennis.

**Dennis:** You got it, man.

[*Will laughs*]

**Anthony:** So, you dive forward into the camel's legs, and you manage to successfully grab onto one of them, although grab on is maybe not the right... Basically, one of the hoofs just hits you directly in the chest—

**Beth:** Oh, gosh.

**Anthony:** And your body is in such pain that all your limbs go inward and contort, and you continue to hang on to the hoof. So, take a d8 of damage.

**Freddie:** How much health do you have left?

**Beth:** I only have 13 left.

**Freddie:** Oh my God!

**Anthony:** Then this isn't going to kill you.

**Beth:** I took 7 damage.

**Freddie:** Oh my God!

**Beth:** R-I-P.

**Anthony:** But the camel is going to be more susceptible to fall over if anything hits it, because it is now imbalanced because it has a Ron on one of its legs.

**Will:** Nice.

**Matt:** All right.

**Anthony:** So, now it is Henry's turn. Henry, having transformed into a big-ass tree man, this distempered camel is coming at you.

**Ashly:** Wait, Anthony?

**Anthony:** Yeah?

**Ashly:** Did Paeden get a go?

**Will:** Oh, that's true.

**Anthony:** Oh, you're right. You're right. Okay, so let me give Paeden a quick roll.

**Freddie:** It's so nice that we have Dennis here to remind us about Paeden, because if you weren't here, we would totally just forget about Paeden, occasionally.

**Ashly:** I know, you can't. You can't forget about Paeden.

**Freddie:** For like an entire episode.

**Ashly:** He's MVP.

**Will:** Most valuable Paeden.

**Ashly:** Most valuable Paeden.

**Anthony:** Paeden completely whiffs the air, and he goes,

**Paeden:** Nailed it.

**Anthony:** Not ironically, like he thinks he did it.

**Ashly:** Dennis claps him on the back and says,

**Dennis:** Good job, buddy.

**Anthony:** He goes,

**Paeden:** Thank you, Dennis. Your praise means the most to me.

[*laughter*]

**Anthony:** Yeah, Henry, what do you do?

**Will:** Uh, fuckin’ Walter the Immoral ate major shit, right?

**Anthony:** Yes.

**Will:** Henry is going to cast Healing Word at Walter, and he's-

**Freddie:** Wait—You can deal with that after!

**Matt:** How about Ron?

**Ashly:** Yeah, Ron.

**Ron:** Yeah, I'm kind of in a big hump here.

**Will:** Oh, that's right. Shit, there's a lot going on. Okay. Um—

[*all laugh*]

**Freddie:** Oh my God!

**Ron:** Why don't you give it to Dennis, huh? He's only just a little bit winded or something, but yeah, just give it to Dennis.

**Will:** Okay, I'm going to cast Healing Spirit, which I don't think I've cast before. So, I call forth a nature spirit to soothe the wounded. So basically, this is a little healing buddy now that can appear in a space as a five foot cube that I can see within range, and it looks like a transparent beast or fae, parentheses: my choice. I'm going to say it looks like a little piglet.

**Ashly:** Oh.

**Will:** A little teacup pig with wings-

**Matt:** Aw.

**Will:** And I'm going to be like,

**Henry:** I'll heal all of you when pigs fly!

**Will:** And, um—

**Ashly:** How does the pig heal? Does it give you little kisses with its snout?

**Matt:** Aw, a little nuzzle?

**Ashly:** That's what I want, a little nuzzle.

**Will:** It gives you... Yeah, exactly. Yes, a little nuzzle.

**Anthony:** Does it do the Babe, like "La, la, la!"

**Ashly:** Ah! I love this pig!

**Beth:** [*laughing*] Baa ram ewe.

**Matt:** Baa ram ewe.

**Freddie:** You have to milk the pig—

**Ashly:** Oh, no.

**Matt:** What?

**Freddie:** And then that pig milk—

**Matt:** God, Freddie, you ruined it.

**Ashly:** Now I hate D&D.

**Matt:** Yeah, now I hate it.

**Anthony:** Scratch the pig above its tail.

**Ashly:** Gahhh!

**Matt:** Okay, stop talking about it.

**Beth:** You have to become a spider and spin a web that says, "Some pig," and then you're healed.

[*laughter*]

**Will:** All right, so Ron, this little magical flying piglet appears, and as the camel takes you through the piglet's no-fly zone, the piglet rushes up and nuzzles you and gives you a little piglet nuzzle, and you feel 2d6 worth of HP better.

**Beth:** Okay, I got 8.

**Ashly:** Eight's pretty good.

**Beth:** What if the pig just killed the camel? Y’know?

**Freddie:** Yeah, wouldn't the camel be freaked out by a ghost pig appearing and flying right at it?

**Beth:** Yeah.

**Will:** It's intangible. Look, if Anthony is feeling charitable, and it's a pretty adorable pig, so I don't know that—

**Beth:** If I grab the pig and throw it toward the camel…

[*Freddie laughs*]

**Will:** The pig is intangible, unfortunately. It's a nature spirit. It's not an actual flying pig.

**Beth:** So, it should only be able to hurt other nature.

**Matt:** This is normal.

**Beth:** Like a camel.

**Matt:** The camel's probably like, "Oh, it's the Healing Spirit spell. I see this shit all the time. I live in Dungeons and Dragons."

[*Will laughs*]

**Anthony:** Yeah, even if it wasn't intangible and you grabbed the healing pig and threw it at the camel, it would just kiss the camel and heal the camel.

**Matt:** Aw, that's cute though.

**Anthony:** So no, that doesn't happen.

**Beth:** Some guys have all the luck.

**Matt:** I like that.

**Freddie:** Would that be so bad?

**Anthony:** So, everybody does their fucking turn, right, [*others laugh*] and then the one goddamn remaining kenku on the camel is going to try to turn around. So, he's going to roll to see if he can make his camel turn around on a dime to re-attack all of you.

**Will:** Wait, wait wait wait, Anthony. This is very important. So, it's a bird named a kenku. Would you say that that's a Kankou Chicken?

**Freddie:** Holy shit!

**Anthony:** All right, you get Inspiration. That's for you. That's for you.

**Freddie:** Holy shit!

**Will:** That's one for all you L.A. folks out there.

**Beth:** Yeah, Will has a real *kenku* for puns.

**Freddie:** Oh fuck, Will.

**Beth:** Like a sex kink, but like kenku. This is not my episode, guys. This is not my episode.

[*laughter*]

**Anthony:** Okay, so Kankou Chicken tries to turn the camel really quickly, but because of its disadvantage, because of the Ron attached to its wheels, you basically act like a banana from Mario Kart, and you cause the camel to essentially spin out and it runs into the wall and is basically just—

**Freddie:** Drops three gold coins.

**Anthony:** Yeah, it drops a bunch of coins. The kenku falls off of it, and he is right in front of you, Ron.

**Beth:** Let's see. I just want to hit him. I just want to hit him with all the rage that I wish that I could hit the memory of Dennis and whether or not he exists or not.

**Anthony:** Yeah. Weird thing to say, but sure.

**Beth:** Under my breath, I'm just going to be like,

**Ron:** [*jilted*] Wasn't even here last time I checked, and now he's better at everything rogue-y. I bet he just wants to be a new stepfather now and he's going to have Terry Junior pretty soon and…[*deep breath*]

**Dennis:** Hey buddy, are you okay? You're just looking at that guy and mumbling to yourself.

**Ron:** Oh yeah, I'm going to hit him.

**Anthony:** Give me a roll.

**Matt:** Does the kenku hear that? Does he hear Ron say, "I'm going to hit him?"

**Anthony:** Yeah. The kenku's like,

**Kenku:** Wait, no. Don't. Stop.

**Beth:** Yeah, that's going to be a 13.

**Anthony:** Okay.

**Beth:** Just not great rolls for me today.

**Anthony:** It's not great, but that's enough. He fell off. He has a pretty low AC right now.

**Beth:** Thanks for saying that. Thanks a lot.

[*Will laughs*]

**Anthony:** So, you hit him, and I feel like since he just fell off and he's a little bit dazed, if you want to you can do the thing it seems like you were pointing toward, of just straddling him and angrily talking about your feelings while you beat the tar out of him.

**Beth:** I think yeah, I'm straddling him and talking about my feelings, but I'm staring at Dennis while beating the shit out of him.

**Will:** Oh my God!

**Anthony:** Oh my God. That's such threatening energy. I like it very much.

**Matt:** Yeah.

**Anthony:** You knock the kenku out, and you are now officially out of combat.

[*video game noise*]

**Anthony:** So, to reiterate, with the exception of the elephant that snapped his neck, all the steeds are still there, and they're just kind of like, "Uh," like they're just looking around, riderless.

**Freddie:** Hey guys, new steeds.

**Anthony:** So yeah, if you want to try an Animal Handling check to get a steed for yourself—

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

**Anthony:** That's something you can do.

**Matt:** I mean, yes, I feel like I would check on the—Okay, so this is the hard part, because Matt the gamer wants the mastiff so badly for Darryl, but Darryl would definitely not be like, "Hey, time to get a dog." He's running over to Ron right now and checking to see if this bird creature is alive and talking.

**Ron:** Are the animals also bounty hunters? Are they spies too?

**Darryl:** I don't think so, Ron. I think they're just animals. I don't think you blame the horse for, y’know, what the rider does.

**Ron:** Well—

**Darryl:** That'd be pretty cruel.

**Glenn:** That's kind of weird, though, if you think about it, because the ones that win the Kentucky Derby, they name the horses and not the riders. Hmm.

**Henry:** I'm pretty sure the riders of the horses have names, Glenn.

**Darryl:** Yeah, also, the horse doesn't get the money, Glenn. [*laughing*] It's not like they give the horse the money.

**Glenn:** A lot to think about, guys. A lot to think about.

[*Anthony laughs*]

**Anthony:** That's the funniest thing Glenn has ever said.

**Ashly:** Ron may have a point. I'm just going to have a look-see. I'm going to do a Perception check on these animals.

**Anthony:** To do what? To see—

**Ashly:** And see if they're sketchy.

**Anthony:** Yeah, roll Insight to see if the animals are sketchy.

**Beth:** Can I try to do a Stealth Insight check on Dennis?

**Anthony:** Yeah, go ahead.

**Beth:** Okay.

**Ashly:** I do a 17 on Insight.

**Anthony:** They're just animals. They have no nefarious purposes.

**Dennis:** I think it's okay, buddy. I don't think they're spies.

**~~Ron:~~** ~~Hold on, I'm waiting for my roll about you to come in.~~

[*all laugh*]

**Beth:** I don't say that. [*dice rolling*] I got a 21.

**Anthony:** So, as has been your suspicion this entire time [*Ashly and Will laughing*], Dennis is the coolest guy.

[*all laugh*]

**Anthony:** No no no, I'm sorry. I'm joking, I'm joking.

**Beth:** God damn it. I knew it!

**Anthony:** As has been your suspicion the entire time, Dennis, as far as you can tell, was not actually a part of this party. You just sort of turned after Walter the Immoral showed up and he was in the group with you guys, and everyone was suddenly acting like he had been there the entire time. Something is wrong about him.

**Ashly:** As Ron is realizing this, Dennis is petting the mastiff, and he looks great. He is—

**Beth:** Dennis or the mastiff?

**Ashly:** He is just—Both. [*laughs*] It looks like a catalog for yoga, if that exists.

**Ron:** Dad huddle.

**Darryl:** All right. Hey, Dennis, get on in here.

**Ashly:** Dennis trots up. Yeah, Dennis trots up.

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

**Anthony:** Walter says,

**Walter:** Can we do this dad huddle at speed? Can you like get on it? Can we go?

**Ron:** No no. It's just a dad huddle for, um uh um—

**Dennis:** Oh Walter, do you want to be involved? Here.

**Ashly:** And I grab Walter and I sort of bring him-

**Walter:** No, I don't want to be involved. I just want us to go.

**Ron:** Yes, okay. Dennis, you and Walter have a dad huddle over there.

**Dennis:** Oh, no, we're here! We’re here already. We're here for the dad huddle.

**Beth:** And then I try to grab Henry, Darryl, and Glenn, and just sort of shift them over.

**Anthony:** Okay.

**Henry:** Okay, yeah, we can do it over here. Dennis, we're all having the dad huddle over here, I guess.

**Matt:** I say,

**Darryl:** Hey kids, can you tie up that chicken over there, just to make sure he doesn't wake up and attack us?

**Anthony:** They were doing it before you asked them to.

**Matt:** Yeah.

**Anthony:** And then Walter's going to go around and he's going to do Animal Handling checks to try to calm the fucking—

[*Matt laughing quietly*]

**Will:** The flying pig.

**Anthony:** Yeah.

**Ashly:** So, is Dennis part of the Dad huddle, or not?

**Beth:** [*laughing*] Yeah.

**Will:** I'm waving Dennis over.

**Henry:** Yeah, let's do dad huddle, dad huddle. Good idea. Good call, Ron. Dad huddle.

**Ashly:** Okay, Dennis is coming over.

**Ron:** Yeah. Thank you all for being here.

**Dennis:** Sure.

**Ron:** Some more than others.

**Dennis:** Okay.

**Darryl:** What's that about, Ron?

**Ron:** I'll tell you what that's about, because we are being stalked by our fathers—

**Dennis:** You know what, I think I know what's going on here. Ron—

**Ron:** I think you know what's going on, too, Dennis!

**Dennis:** I think there's been a lot of tension between us.

**Ron:** There has been.

**Dennis:** You know, I said some unkind things about your pants a few adventures ago. I know we all talked about this.

**Ron:** No, we didn't!

**Henry:** Oh, that’s right—

**Dennis:** We had a dad huddle, you guys remember?

**Ron:** We didn't, actually, because you never said anything about it because you weren't even here!

**Darryl:** But Ron—

**Dennis:** Ron, look. I know you're upset, and I know we haven't really cleared the air about it. I just...you talked about it a lot, I thought it was kind of disquieting. I talked to the other dads about it—

**Ron:** No, you were disquieting. You were so quiet—

**Dennis:** They started to explain to me...

**Ron:** You weren't even a voice. Your voice was not here!

**Henry:** Ron!

**Ron:** Your entire body was not here!

**Dennis:** Could you maybe try to talk to him for me? I know I haven't been the best with him in the past, and I want to try to build a bridge.

**Ron:** Yeah, he hasn't been the best with me in the past. He hasn't been the best with any of you! Guys, wake up! Dennis is not real. He just got here!

**Dennis:** [*laughs*] What?

**Henry:** Now Ron, we've all had beef with the other dads at various points, y’know? I kind of lost my cool with Darryl once or twice, and with Glenn—

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

**Henry:** And a lot of times after that happened, I wanted to pretend like it hadn't happened either, y’know. I remember, I didn't want to talk to Glenn, but it's, y’know, important to look the other dads deep in the eyes and hear them when they're communicating with you, so y’know—

**Darryl:** Also, remember, look at what we just did. The five of us, we just defeated these creatures. We all did something super cool, like me with my axe was cool, and we all did something really cool.

**Ron:** Yeah, it would be even more impressive if there were four of us.

**Darryl:** I mean, yeah, I guess that'd be less of us did the same thing, would be more impressive—

**Ron:** Yeah, it would, because—

**Darryl:** But my point's as a team, we did a good job.

**Ron:** Okay, Dennis. If you've been here the whole time—

**Dennis:** Uh-huh.

**Ron:** Then let me see your phone.

**Dennis:** My phone? Uh... Yeah, sure.

**Ashly:** And I hand it over.

**Beth:** [*laughing*] Yes.

**Henry:** We haven't checked in with Miranda in a while. I'm sure she's worried about you and Ulysses. Should we call Miranda?

**Ron:** Uh, no. Yeah, I'll call Miranda, if that's even her name, Dennis.

**Henry:** Of course it's Miranda! She's in the PTA with Dennis!

**Anthony:** Dennis, roll Arcana.

**Ashly:** Oh boy, okay.

[*dice rolling*]

**Ashly:** I got a natural 20, but my Arcana is -1.

[*shouts and laughter*]

**Anthony:** It doesn't matter. Doesn't matter. Okay, yeah, it's a phone he hands you. He hands you a phone. That is a phone.

[*players laughing*]

**Matt:** Oh my God.

**Anthony:** If you scroll through it, one of the contacts is definitely Miranda.

**Dennis:** Go ahead and call her.

**Beth:** What are the other contacts?

**Anthony:** They are Justin Chadwick, Keanu Reeves, B. Sanders... Yeah, every cool person.

[*players laugh*]

**Beth:** I would like to call Beth May.

**Anthony:** Okay.

**Matt:** Oh my God, what?

**Anthony:** Go ahead and call Beth May.

**Freddie:** Oh my God.

**Beth:** I dial it up.

**Matt:** Uh, he said “cool” person.

**Beth:** Uh, yeah.

**Anthony:** How dare you. How dare you.

**Beth:** Yeah, he should have said “coolest” person.

**Anthony:** Okay, okay. This is so many levels down. So, you hear the phone click and somebody picks it up and you hear a voice go,

**“Beth May”**: Hello? It's me, Beth.

**Ron:** Beth, you don't sound like yourself. You sound awful.

**“Beth”:** No, this is what I always sound like. How are you, Ronald?

[*Will laughing*]

**Ron:** Okay, Beth, have you ever encountered a situation where you knew that somebody was not supposed to be with you, but they were with you anyway? Like, think about all of your ex boyfriends, and you walk into a situation and you think, "This person should not be here. It doesn't fit with the group," but they're there anyway. What did you do to get them away?"

**“Beth”:** Uh... I watched *Firefly* and *Full House*.

[*all laugh*]

**Ron:** Beth, but you watch other things. I'm sure you do. You've been watching *Alias* for non-stop.

**“Beth”:** Right, right. *Alias*, I also love. That Jennifer Garner, va va voom.

**Ron:** Okay, let's see.

**Matt:** What is going on?

**Ron:** So, Beth, how do you know Dennis, Beth?

**“Beth”:** We went to college together.

**Darryl:** Hey, Ron, are you good?

**Dennis:** Yeah, we need to speed this up.

**Darryl:** Is there a reason... You got what you want from Beth?

**Henry:** We got a lot to do. We still haven't found the seven crystals that'll lead us to Ulysses. We still have all the other stuff with the dads to do. Let's wrap this up.

**Dennis:** Yeah, thanks Henry.

**Beth:** So, I want to check and see if Dennis is an arm of the Granddaddies, like the evil dad magic.

**Anthony:** Oh.

**Beth:** So, I want to see if I can use my Thaumaturgy to make Willy's voice come out of the phone and see if Dennis responds as if he works for him or something.

**Anthony:** Absolutely. So, what you'll do is you use your Thaumaturgy and then you can get Insight with advantage on it.

**Beth:** Okay.

**Anthony:** What do you want Willy to be saying, coming out of the phone?

**Beth:** Yeah, I'm thinking. Willy's voice says, "Dennis, the jig is up."

**Anthony:** Okay, so now, roll Insight with advantage.

**Beth:** Yay. Okay, I got 20 total.

**Anthony:** Okay, great. So, with the 20, you can see that Dennis does not react at all. Dennis doesn't even seem to really recognize the voice. So, this conversation is suddenly broken up as Walter comes in, holding the reins of four different animals: a mini pony, a camel, a mastiff, and a horse, and says,

**Walter:** Guys, we got to go. Whatever you got to talk about, we can talk about on the road. We got to get going, though, okay?

**Henry:** Walter's right, man.

**Dennis:** We got to find my son, Ron, okay? Can you just think of Ulysses? Whatever is between us, can you just put it aside and think of Ulysses? We have to go get him.

**Henry:** Yeah.

**Ron:** Yeah, let me just say goodbye to Beth.

Hey, Beth. I don't know, are you feeling okay? Maybe just stay cool. You're so cool. Have a good time.

**“Beth”:** I'm feeling great. I'm feeling confident, good all the time. People love me on the podcast, and, yeah, bye.

**Ron:** Call your mom.

[*laughter*]

**“Beth”:** I'll give her a ring-a-ding-ding.

**Dennis:** Can I have that back?

**Ashly:** And Dennis holds out his hand for his phone.

**Ron:** Yeah, sure. It was good talking to them. Dennis, who are you? I know buddy, please tell me. Please tell me that you weren't here before.

**Dennis:** Ron, we have to go.

**Darryl:** Hey Ron, buddy, we got to go.

**Henry:** We got to go, Ron. We'll talk about it on the road.

**Will:** I guide Ron towards the mounts and I motion to the boys, like, "We got to get out of here."

**Beth:** Okay, so I hand Dennis the phone, but I also hang onto the phone, and so we're now holding hands, essentially.

[*laughter*]

**Henry:** Yeah, you two, this is good. Physical interaction can establish trust. Why don't you two ride on the camel together?

**Dennis:** That's a great idea, Henry. Ron? Would you like to ride on the camel with me?

**Ron:** Yeah. I'll take the front hump, and you take the back.

**Dennis:** The back hump. I like to hug from behind, as established, so I'll take the back hump.

**Matt:** And Terry Junior's in the middle, at the bottom of the hump.

**Will:** In the divot?

**Matt:** In the divot.

**Anthony:** So, he's just looking directly at his stepdad's ass?

**Freddie:** No, no, no. Terry Junior's height plus Ron's height has actually made it so their heads are equal.

**Anthony:** So, who chooses what mount?

**Matt:** I want to say I think, if you remember way back in the first episode, I think we mentioned to The Lance that Grant lost our dog. The mastiff looks like a huge version of the dog that Grant lost.

**Ashly:** Oh, no!

**Anthony:** Oh, shit.

**Ashly:** Does Grant even register that?

**Matt:** Yes, I think Grant would probably register that. Darryl just grabs Grant. He's like, "This guy looks just like Chief," and he leaps onto the mastiff.

**Anthony:** Okay.

**Matt:** And helps Grant up.

**Anthony:** Yeah, Grant leaps on with you.

**Will:** Hey, so what are the other two?

**Anthony:** There's a tiny pony and a normal horse.

**Freddie:** Me and Nick, I guess, are going to take the miniature pony.

**Anthony:** Perfect. Your heels are dragging along the ground.

[*Freddie laughs*]

**Will:** Henry's secret dad fact is that he fucking hates horses. He does not trust them—

**Freddie:** What?

**Will:** He does not like them, and he didn't realize that Darryl was just going to take the big, shaggy, friendly-looking dog, and he's like,

**Henry:** Uh, all right. Um, I guess me and the boys will take the horse. Uh,we can do that. Uh, boys, just be very careful around it, okay? Don't spook it. Just go at it from the front. Just be very calm around this animal!

**Anthony:** The horse has a dumb smile on its face and Lark and Sparrow go hup-hup-hup and they wall-jump each other onto the horse. Then, as you approach it, Henry, the horse looks you dead in the eye and goes,

[*laughter*]

**Horse:** What's the problem? You scared? Don't be scared.

**Will:** Henry's thrown by the horse talking to him, and he goes,

**Henry:** I'm fine, I'm fine. Hello, horse, my name is Henry Oak. I did not realize horses could talk here. I've had bad experiences with horses in the past, and I'm not going to let that cloud my judgment about you, because I don't want to be prejudiced against all horses.

**Horse:** Don't judge a horse by its cover.

**Henry:** Sure. And I'm going to go ahead and get on top of you now, if that's okay with you.

**Horse:** Please do.

**Matt:** "Hey buddy, can you talk?" I ruffle the dog's ears. I'm like,

**Darryl:** Can you talk, boy?

**Anthony:** And the dog looks and he goes, [*dog panting]*.

**Darryl:** Yeah, you can talk. Yeah, you can talk.

**Matt:** And I rub his ears more.

**Darryl:** Good boy.

**Beth:** Ron leans over.

**Ron:** So, I'd love to find out if this camel talks, but more importantly, let's you and I talk, Dennis. How about a friendly game of “Never Have I Ever?"

**Dennis:** Actually, it would be really nice to talk to the whole group once we get going. I think maybe what you're sensing from there, some tension. I have something I want to get off my chest, but I really want to talk to all the dads about it.

**Ron:** Oh, okay.

**Darryl:** Hey Paeden, it looks like that camel's full up. Maybe you want to hop on here with Grant and I.

**Paeden:** Uhhhhhh, yeah, all right. All right, why not.

**Anthony:** And then he jumps on the tail and just holds onto the tail, and he's just dangling from it as the mastiff starts to walk.

**Matt:** He's like water-skiing.

**Anthony:** Yeah, pretty much.

**Freddie:** Adorable!

**Anthony:** A couple hours later, you guys are on the road. Walter basically says,

**Walter:** Okay, so my thought is this. I think you're being tracked, probably by those bad guys you're trying to fight, but they're looking for you as a group with your kids, and you guys kind of stand out wherever you tend to go. So I was thinking, I could take your kids temporarily, while you go and do other stuff, and then they would be safe with me, and I could drive around with them and then keep them out of the bad guys' sight. Is that cool with you? Does that make sense?

**Darryl:** No, no. That seems pretty dangerous, and I think it's probably going to be safer for all the kids to be with you, Walter, but didn't Erin say something about our anchors being tied to us? Like, the whole family?

**Anthony:** Erin O'Neal's leaf vibrates, and she goes,

**Erin:** Yeah.

**Darryl:** Erin, hey, I've got a question. I got a magic question for you.

**Erin:** Yeah.

**Darryl:** Does our kid need to be with us when we go to the anchor, or can we keep them all in safety?

**Erin:** So, the way that it works is, because the anchor is specifically tuned to the dad energy between you and your son, it's basically negative dad energy that's powering this anchor, right? It's the relationship that you have with your Omega Daddy. It needs an influx of positive dad energy from you and your son to basically destroy it, so the two of you need to work together to destroy the anchor and you can't do it on your own.

**Darryl:** Oh. Well we've got plenty of that, don't we, Grant?

**Matt:** And I put my fist out for Grant.

**Anthony:** Grant just puts his hand on your fist and covers the whole thing, and it's still bloody.

**Darryl:** Oh, hey. Yeah, I don't know the kids' handshakes, but cool, buddy.

**Matt:** Trying to shake his hand still.

**Ashly:** Well look, we haven't even found Ulysses yet, so maybe it's worth letting Walter have the kids while we go do that because that might be kind of dangerous.

**Anthony:** When Dennis says that, you hear Erin go,

**Erin:** Ugh, is Dennis still with you?

**Ron:** Erin, you know about Dennis?

**Dennis:** Yes, Erin, I'm here.

**Erin:** I hate Dennis.

**Dennis:** I don't understand why you hate me so much. I happen to respect you very much.

**Ron:** Hey, Erin. Erin, it's me, Ron! I hate Dennis too! Well, I don't hate him-

**Darryl:** Ron, that's not a healthy way to talk when he can hear him.

**Ron:** He's really nice. I don't know how to put this, but, you don't really see Dennis that often... He hasn't been around here before. I'm not trying to pick him up at a bar, he just doesn't exist.

**Anthony:** Erin immediately starts whispering,

**Erin:** Ron, I'm trying to play hard-to-get with Dennis. I fucking copped it, it's so clear—

[*laughter*]

**Ron:** You're in love with Dennis? Terry, Terry Junior.

**Erin:** He's so hot and nice and a firefighter, what am I supposed...

**Ron:** I know, I know.

**Erin:** Ugh, you ruined it! You ruined it!

**Anthony:** And the leaf hangs up.

**Ron:** Terry Junior.

**Terry Jr.:** Yeah, what's up?

**Ron:** Can we hop off this camel, just a second, and talk maybe, you and I? I need you to trust me on something. That guy, Dennis, that really hot guy, that firefighter yoga bod guy, he just showed up. I swear, this isn't like a mustache thing, although I should probably introduce you to my fake talking mustache.

**Mr. Mustache:** For sure.

**Ron:** Did you hear that?

**Anthony:** Terry goes,

**Terry Jr.:** Ah! Yep!

**Ron:** Mr. Mustache loves you, Terry. Mr. Mustache, say hi to Terry.

**Mr. Mustache:** Hello Terry!

**Ron:** Okay, so maybe we could all convince all the other dads that Dennis hasn't been here. Or maybe, does Dennis even believe that he's been here?

**Anthony:** So, Terry looks at you, and you can see on his face he's really trying to piece out what your play is, because you've come to sort of notice and realize, whenever somebody talks to you, there is a brief period where they're trying to sort of calibrate to what wavelength you're on, and make the internal decision as to whether or not they're going to listen and/or try to piece together what you're trying to do.

This is the first time you've seen somebody do that, and realize that everything that you're saying is true and genuine and not a weird thing, not a joke, not you trying to be self-deprecating or trying to understand something about yourself. He actually understands you, and his eyes sort of clear, and he goes like, "Oh." And he suddenly gets scared, because he's sitting directly in front of this person, and he goes,

**Terry Jr.:** Yeah. Yeah, whatever you need. Sure. Yeah. You okay?

**Ron:** Yeah, we can do this together. Hi guys, maybe we could do a wide animal-dad huddle, but doodlers, I want to bring something to your attention.

**Henry:** Okay, Ron. What's up?

**Ron:** Dennis, the yoga dad bod, has only been here for like an hour.

**Dennis:** Okay, this is what I'm talking about, and I've been scared to bring this up to you guys. Something's been off since we met the Omega Dads.

**Henry:** Yeah, I've kind of felt like something's weird, too, like there's just this gnawing feeling in the back of my head.

**Dennis:** I feel the same, and I think it really has to do with... It just doesn't sit right with me, what happened to Scam Likely. There's something about that that just... It's just sticking with me and I—

**Darryl:** What about?

**Dennis:** We led him to his death.

[*long quiet pause*]

**Glenn:** Uh, Dennis!

**Darryl:** No. I mean, Dennis, I'm not one to disagree with you because you're pretty fricking awesome-

**Glenn:** Yeah, hold on one second Dennis.

**Darryl:** I mean, I guess. You know what, you're right. We put him in a dangerous situation.

**Glenn:** No, no. Hold on! He knew what he was getting into.

**Ron:** He died doing what he loved!

**Dennis:** What do you mean, he knew what he was getting into?

**Henry:** I got to side with the guys here. I feel like, he offered us a free scam and we took him up on it, and we're not the ones who killed him. Our dads killed him, and we're going to try to go right that wrong. So y’know, what are you getting at, Dennis? I don't understand.

**Dennis:** You don't feel any remorse? We're the reason he's dead!

**Darryl:** No, I mean, look. Yes, I feel horrible that Scam Likely died. There's been a lot of tough things that have happened on this journey, and we had our differences with him. He tried to screw us over many times. But yeah, it's horrible that he died.

**Dennis:** Well, that's just the type of person he was. He was out for a goof, and he was trying to help us, and we got him killed.

**Ron:** Is Dennis a nickname? What is your real name?

**Darryl:** I mean-

**Glenn:** He, like, impersonated me once, and that's not cool. You don't hog someone else's style.

**Henry:** I mean, look. There are times, like we dropped a whole pyramid on a group of people. I felt really bad about that. I still do. I don't want to think about it. I'm compartmentalizing it. But I got to say, with regards to Scam Likely, no, I don't feel... Like, I'm sad he died trying to help us, but he also dicked us over a lot.

**Ron:** Dennis, he gave me his mustache. Would he do that if he didn't love us?

**Darryl:** Dennis, I totally hear you, dude. Totally good to express your feelings. Clearly, we feel bad about it. I'm kind of curious as to what—

**Dennis:** Do you clearly feel bad about it?

**Darryl:** What do you want to do with this, though? What are you trying to—

**Henry:** Yeah!

**Dennis:** You don't seem to care at all! You don't seem to care at [*high pitched*] alllll!

[*ominous noises start playing*]

**Anthony:** So, as you hear that *Who Framed Roger Rabbit*-esque horrible noise come out of Dennis, the visage of Dennis morphs into that of a borderline non-Euclidean creature that looks like the love-child of the Library and Benedict Cabbagepatch. It's basically got legs and arms that change number every time you try to count them.

**Beth:** God.

**Anthony:** It's made entirely of the same color of pink flesh all over it, but it also has a very pronounced mustache, and an incredible coif of hair that looks like it on its own could seduce anyone in the world.

**Ron:** Yoga bod hot core dad, is this your king of kings now, ladies? You're going to go to yoga all early to get with this guy, huh?

**Dennis:** Yes Ron, very clever!

**Ron:** He's been with us the whole time because he's so hot and so cool.

**Dennis:** Very clever! It is me, Mark Likely!

[*laughter*]

**Beth:** No!

**Dennis/Mark Likely:** And you've killed my brother, and as a result, I'm going to ruin your lives! [*cackling*]

**Glenn:** Shut up, Mark, and tell us what you did with Dennis!

**Henry:** Mark, where's Dennis, you bastard?

[*laughter*]

**Anthony:** [*laughing*] As you say that, Dennis looks at you with some confusion and slowly, the memories of Dennis begin to resolve themselves into what they truly are, which were implanted memories. You can feel them, like somebody incepted you with the memories of what Dennis had been doing with you all this time, the origin of all those incepted memories. You know that they came from Mark Likely.

**Beth:** I wish that, instead of freaking out, I had just been like, "Oh, hi Mark."

[*laughter*]

**Ashly:** And he's going to bampf away, but before he does, he's going to say,

**Dennis/Mark Likely:** Erin O'Neal can get it though!

[*laughter*]

**Anthony:** All of its arms and legs begin to crawl into its own chest, and it starts compressing inward like there's a black hole inside of his chest and he's sucking himself into himself, and then he basically disappears entirely [*popping sound effect*]. And he's gone.

**Will:** Like that.

**Freddie:** Like that, he's gone.

**Beth:** He's gone.

**Anthony:** And so, now you have to decide, regardless of what role playing stuff happens, you have to decide which of the dads' anchors you're going after first.

**Will:** So, Henry just drops to the ground in astonishment at the crazy Eldritch nonsense he just saw, and he goes,

**Henry:** Wha—Whe—Oh, my God! This whole time, Dennis wasn't real. If Dennis wasn't real, what is real? And Ron, you knew. None of us saw it but you did. You saw through it, Ron, and we ignored you, and for that, I am truly sorry.

**Will:** And I kneel at Ron's feet and I bow my head in humility.

**Anthony:** Terry goes,

**Terry Jr.:** Just like at the end of *Lord of the Rings*.

**Henry:** Just like at the end of *Lord of the Rings*.

**Ron:** Which ending?

**Henry:** The one where Aragorn bows and says he's sorry.

**Ron:** Yeah, well I stopped watching like three hours into that movie after there was already four endings, and then everybody just keeps ending.

**Anthony:** Terry's like,

**Terry Jr.:** I got what you were going for. I got you.

**Henry:** That's a super fresh film take, Ron. Thanks, I haven't heard that one before.

**Glenn:** Shit, Ron, sorry. Dang. You were trying to warn us, Ron. You were right.

**Henry:** Kids—

**Will:** And I turned to the assembled kids and I was like,

**Henry:** This is an important lesson for all of you, which is that reality is more complicated than it seems sometimes, and you got to always check, y’know, about stuff. That's what I'd say about that, y’know?

**Anthony:** Lark and Sparrow both raise their hands, and they go,

**Lark/Sparrow:** Are you sure the rule isn't that you're supposed to believe your friends when they ask for help and they look desperate, because you didn't do that. None of you believed Ron. You were all very bad friends.

**Henry:** You know, that—

**Anthony:** Both of them say that simultaneously.

**Darryl:** But Dennis was our friend. I'm just saying, like it's not that morally simple. Like, Dennis was our friend. That would be a weird message, like don't trust one friend when he says to distrust and hate another friend.

**Beth:** Clearly, Darryl has never been a girl in middle school.

[*laughter*]

**Darryl:** Like watch this, watch this. Hey, Glenn. Henry's not real.

**Freddie:** Glenn immediately draws his gun and pins Henry to the ground.

[*Anthony laughs*]

**Henry:** Whoa, whoa, whoa! Glenn, Glenn, Glenn! Relax, it's me, it’s me!

**Glenn:** Do it! Prove you're real!

**Henry:** You're an asshole! You're uptight! I don't like you, remember? It's me, Henry.

**Darryl:** [*laughing*] Glenn, I was just trying to make a point. Please don't shoot Henry. Jesus.

**Freddie:** Glenn slowly puts his gun away and goes,

**Glenn:** Hmm, I got my eye on you, tree man.

**Darryl:** I think it's important in a world of magic that we don't constantly distrust everything. That will go down a scary territory if we distrust everything that we see. I hope that was a one-time thing that happened.

**Henry:** I think the lesson is, trust but verify. So, I think we should have listened to Ron more than we did—

**Lark/Sparrow:** That's what we were saying!

**Henry:** And then we could have independently verified that Dennis was real, and y’know, maybe we could have taken a little bit of time to do that, so—

**Ron:** Okay, so whenever I hear a threat, I'm just going to be like, "Pics or it didn't happen, bitch."

**Anthony:** Okay, so Walter goes,

**Walter:** So where are we going next?

**Henry:** So, I think the first thing, we need to drop the kids off at the pool, so to speak.

**Walter:** Well, I'll take them in my motorcycle and then we'll split off right here. You basically got to decide where you're going.

**Henry:** Oh, did we fix the motorcycle?

**Walter:** Yeah.

[*laughter*]

**Walter:** I'm very good with machines.

[*laughter*]

**Anthony:** It just stopped. All you did was put the vine in it and it came to a stop and he pulled the vine out.

**Matt:** For whatever reason, this whole thing has not shaken Darryl that much, ever since the snake walked away and everything. [*laughing*] Things just bounce off him in this world at this point. I think because everyone is yelling about Dennis, he's definitely looking at Grant, who I'm assuming has a similar look on his face that he's had this whole time, and he goes,

**Darryl:** Hey, guys. I'd really appreciate I think if we could go do my thing first. I know we all want to spend time with our kids, but I would like—if we could go to Balls Deep. Right, Glenn?

**Glenn:** Yeah, haha.

**Henry:** Darryl, I think you're right. We should go Ballsdeep. Your dad's the one part of this thing we don't really understand, because it seems like you have a pretty healthy relationship with him, so maybe we can recruit an ally in this fight by doing that.

**Ron:** In the spirit of skepticism, which we learn by also trusting people, Darryl's dad is the only dad I haven't seen with my own eyes. So, to Darryl I say, real dad or it didn't happen, bitch.

**Darryl:** Okay, yeah. It would be amazing if we could find my dad.

**Anthony:** So Paeden says,

**Paeden:** I feel like I should go with Darryl and the guys.

**Anthony:** And Walter's like,

**Walter:** What, are you trying to get away from me again?

**Anthony:** Paeden's like,

**Paeden:** No, no, no. Honestly, for some reason I get stuck in this world too because we tried to leave this world—

**Anthony:** And Walter's like,

**Walter:** What?

**Anthony:** And he's like,

**Paeden:** Oh, I'll explain it later. But I got stuck here too on the anchors, and I think mine is the same as Darryl's, so I feel like I need to be there too. Can you just trust me, Walter, Daddy? I promise it'll be okay.

**Anthony:** And Walter's like,

**Walter:** We don't know each other well enough for you to call me daddy yet. I want to get there but it feels like you're forcing it.

**Anthony:** And Paeden's like,

**Paeden:** Oh, I'm so sorry.

**Anthony:** And Walter goes—

**Darryl:** Paeden, don't ever call anybody daddy.

**Beth:** Don't call anybody their name and then daddy. Don't be like, "Walter, Daddy."

**Anthony:** Paeden's like,

**Paeden:** That's a perfectly innocent thing to do. I don't know why you guys are making it weird. I think it's clearly fine.

**Henry:** Hey, guys, Paeden's eight.

**Paeden:** Yeah, I'm eight.

**Henry:** It's okay for eight year olds to call their dad, daddy. That's all right.

**Paeden:** Yeah. Yeah.

**Darryl:** Okay, that's fair.

**Paeden:** Is it okay if I go with them, Dad?

**Anthony:** And Walter goes,

**Walter:** I assume so, but afterward, you're coming back with me, okay?

**Anthony:** And Paeden says,

**Paeden:** Okay.

**Darryl:** The thing is that, since we don't know what anchor he's a part of, probably he has to go to every one until we find the one that he's a part of.

**Anthony:** Oh yeah, I guess so.

**Freddie:** Good point.

**Anthony:** Paeden's like,

**Paeden:** Oh, that's a good point. I guess I got to stick with them, because somehow this has something to do with me. I don't know what the deal is.

**Anthony:** And Walter's like, "Ugh."

So, Walter takes your kids that aren't Paeden and Grant.

**Will:** Well, can we say goodbye to our kids? Damn. [*laughing*]

**Anthony:** No, I'm saying he puts them in the motorcycle-

**Will:** All right. Sorry, Sorry.

**Anthony:** And then I was going to say, is there anything you'd like to say to them before they leave?

**Will:** Okay, sorry. Go ahead. I didn't mean to step on your thing. Go ahead.

**Anthony:** That's fine. That was me just doing it, right there. What do you want to say to your kids?

**Will:** I go up to Lark and Sparrow and I put a hand on each of their shoulders, and I say,

**Henry:** Boys, I know we just re-met again, but it's going to be a little bit because I got to help Darryl here find his dad, y’know? And I want you to both know that I love you very much, and you're both going to need to be brave and take care of each other and look after each other. Mom's back home, and she's really counting on all of us to pull through together and make it back home, and we'll be home playing Oaks and Ogres before you know it. But until then, you boys be strong, and you listen to Walter because he's a good guy, and if you get in trouble, you stick with each other no matter what, okay?

**Anthony:** So Sparrow says,

**Sparrow:** Absolutely, father. Brother and I will stay together, come what may, and I will teach him, gosh-willing, to be a sweeter, kinder, more empathetic person.

**Anthony:** And Lark just looks at you and says,

**Lark:** Father, come back with your shield, or on it.

[*laughter*]

**Will:** Henry tearfully gives them a salute and says,

**Henry:** Everything's going to be O-A-K, boys.

**Will:** And he salutes them and turns away.

**Ron:** Terry, um. Well I was kind of aggravated recently because I thought, oh, Dennis is so cool with all of his stuff and his body and his talent. But, you know what? Dennis, he doesn't have a kid like you, so I guess that I am way the frick better than fucking Dennis. That guy's an asshole, and he doesn't even exist. And so, yeah.

[*laughter*]

**Anthony:** Terry just pulls you into a hug, and he says,

**Terry Jr.:** Dennis isn't half the dad that you are.

**Freddie:** Aw.

**Will:** Aw.

**Beth:** Aw. [*quietly*] He's twice the dad.

**Anthony:** Then he coughs and goes, "He's twice the dad." No, he doesn't do that.

[*laughter*]

**Beth:** Nice. Nice, son.

**Anthony:** He doesn't do that. But yeah, he gives you a hug and he says,

**Terry Jr.:** Be careful.

**Beth:** I nod in a stoic but cool way.

**Will:** Roll for coolness.

**Freddie:** Roll for cool... That's a roll.

**Beth:** I know I'm going to have to roll. I have to roll for it.

**Anthony:** That's a roll. You have to roll Dexterity.

**Beth:** Okay. Gosh. [*dice rolling*] I roll a 7.

[*Will laughs]*

**Anthony:** You extend your neck all the way out, and then just slowly bow and bend over, and you try to nod with your whole upper half, and it just looks really fucking weird. And Terry's like,

**Terry Jr.:** Yeah. No, I get what you were going for.

[*Beth laughs*]

**Freddie:** Glenn is going to say goodbye to Nick by going up, cocking his arm up, like for a predator high five, and then going,

**Glenn:** Vaya con dios.

**Will:** Jeez Louise.

**Anthony:** Nick cocks his arm the same way and bam, and grabs your hand and completes the predator high five.

**Freddie:** And also quotes Point Break?

**Will:** Just says, "Young, dumb, and full of cum."

**Anthony:** Yeah, yeah. He grabs his father's hand and says, "Young, dumb, and full of cum."

**Freddie:** And then Glenn goes, "All right."

[*groans and laughter*]

**Matt:** No, no. God, no.

**Anthony:** He grabs your hand and he goes,

**Nick:** Utah, Utah. Get me two.

[*Freddie laughs*]

**Anthony:** The kids, minus Grant and Paeden, drive away with Walter. He says—

**Glenn:** [*shouting*] How do we get in contact with you?

**Anthony:** So, you see Walter pull a leaf off of a tree, and he goes,

**Walter:** Talk to Erin. She'll talk to me. That's how we'll keep our communication.

**Glenn:** [*shouting*] Kind of jacked up that you're making Erin kind of like a switchboard operator for us to communicate. It's kind of fuckin’ weird.

**Darryl:** Glenn, why are you screaming?

**Anthony:** He hasn't driven away yet. Erin pops up on the leaves and she's like,

**Erin:** Well, I'm the one who often gives you most of the information you need anyway, so around the time you'd need to talk to him, you would need to talk to me anyway.

**Glenn:** Wait, Walter, before we go, which way to Ballsdeep?

**Anthony:** Waler points to the west, and he goes—

**Matt:** He points to his crotch. [*laughing*]

**Freddie:** Yeah.

**Anthony:** Walter points to his crotch and goes, "Ba ha ha," and then he points to the west and he says,

**Walter:** Ballsdeep is that-a-way.

**Anthony:** And, like in a movie where they cross-dissolve, you guys are on your horses and camels and mastiffs, already traveling to Ballsdeep and it's an uneventful ride—

**Will:** Across the wastelands known as The Taint.

[*men laugh*]

**Beth:** No.

**Anthony:** It's just one weird ridge. You hear the sounds of cheering, and the sounds of people, and as you turn a corner, you see a big building, almost like a colosseum. On the outside of it, it says Ballsdeep Stadium, and you hear shouting and chanting from the inside, and you see on the outside there are people barbecuing meat and sitting around with big jugs of ale and stuff like that. There is what you initially think is a screen, but as you look at it a little bit more, you see it's actually just a bunch of gnomes holding little magical torches that they can change the colors of at will. But it basically ends up being sort of like a screen. And you see the image of a brown, egg-shaped object, sailing and spinning around through the air.

**Freddie:** Oh my God.

**Beth:** Oh, man.

**Matt:** Hell yeah.

**Anthony:** And then a fist comes up and grabs it and then brings it down, and as the fist comes and brings it down, the camera follows it, and it comes down and you see an eye-patched figure. You hear Grant gasp, because it is the figure of Yeet Bigly, and he says,

[*Will gasps*]

**Yeet Bigly:** Are you ready for some football?

**Beth:** Nice.

**Matt:** [*laughing*] Hell, yeah.

[*Will laughing transitions to outro music*]

**Freddie:** Dungeons and Daddies is Matt Arnold as Darryl Wilson, Anthony Burch as our DM, Will Campos as Henry Oak, Beth May as Ron Stampler, and myself, Freddie Wong, as Glenn Close. Theme song and outro is “Alright” by Maxton Waller. Audiobook intro narration by Will Jenkins. Special guest this week, Ashly Burch, as Dennis Anderson.

Ashly, what have you been up to?

**Ashly:** There's a *Mythic Quest: Raven's Banquet* quarantine episode coming up on Friday, which is already out! It's out.

**Matt:** Already out.

**Ashly:** Oh my God, it's out. Go watch it.

**Freddie:** Ashly's on a show called *Mythic Quest*, available on Apple TV+. You can follow her on Twitter @Ashly\_Burch.

This wild episode happened in no small part thanks to the support of our Patreon supporters. I used the word support twice. I don't care. Folks like Elise Taber, Sam Middleton, Wolfie Walks, Anika Hardy, Michelle Kavanago, the original Nick Chou, none of the knock-offs. Warren Bones, Daily Soul Poet 77, and Phantom Moth Stew.

Patreon folks, we got a backlog of special bonus content coming your way. We're laying tracks down for the Henry Oak rap album, the *Rocks Rock* EP this week, and we're going to make Anthony go on an adventure of our creation in an upcoming Walter and Paeden side-quest episode. Patreon supporters of all levels will get access to these stretch goals for free, so if you want to be there when these crimes against digital media drop, head on over to Patreon.com/DungeonsAndDads and browse the fine supporter wares we have on offer. Website with some new merch, DungeonsAndDaddies.com. Twitter.com/DungeonsAndDads for them hot tweets, bit.ly/DungeonDads for that hot Facebook page, and r/DungeonsAndDaddies for our subreddit.

Next episode coming at you June 9th. We'll see you then.

[*music*]

**Beth:** Will, I should say that your Bill Clay impression from like two episodes ago was actually really good. Okay, I'm done now. Let's go.

**Will:** Thank you.

**Anthony:** All right, so yeah, Ron-

**Will:** Oh, you're one of them, aren't you?

[*laughter*]

**Beth:** Bill Clay.

**Anthony:** God.

**Will:** Pretty tricky with that accent.

**Anthony:** The most specific niche fucking reference. Ah, God.

**Will:** Oh, no. You're one of them!

**Anthony:** You know those little things with the guns with the red paint? Okay.