Dungeons and Daddies

Dungeon Master: Anthony Burch

Glenn Close​: Freddie Wong

Darryl Wilson​: Matt Arnold

Henry Oak​: Will Campos

Ron Stampler​: Beth May

Episode 22— Rich Dads, Poor Dads

(finalized version available on dungeonsanddaddies.com

-Transcriber)

**Beth:** Hi, I'm Ron F. Stampler. People come up to me all the time and they say, "Ron, I wish that we had a pin to stick maybe on a fanny pack or a denim jacket or a backpack or maybe just collect to show our appreciation for our favorite podcast." I'm like, "What's a podcast?" Am I right? Anyways, up until now, I have not been able to help these people at all. But now, everything is changing.

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

**Beth:** That's right here at Ron F. Stampler Inc. We are selling premium lapel pins. That's pins that you can put anywhere and they're premium.

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

**Beth:** Call today by going online at www.ron.business. That's B-U-S ...

**Anthony:** [inaudible 00:00:53]

**Beth:** It's ron.business. There's no dot com with Ron, just business. It's www.ron.business.

**Freddie:** Dad's don't have to pay a library fine. Made the library break its own book spine. Erin died with the biography of Kucinich by her side. Black birds brought Erin back to life. Laid the library's eyes down at her feet. Got a tree. Slap me because I thought her final words were about weed. Roll the [inaudible 00:01:48]. Roll the [inaudible 00:01:50]. I thought I heard it say [inaudible 00:01:57].

**Freddie:** Guess there's only one place left to go. Find the purple robes and get our kids. They don't know. Thanks to all these jewels we all are filthy stinking rich. Thanks to all these jewels, we all are filthy stinking rich. Thanks to all these jewels we all are filthy stinking rich.

**Freddie:** Welcome to Dungeons and Daddies. Sometimes a BDSM podcast, more often than not, Dungeons and Dragons podcast where we play D&D. This is a podcast about four dads from our world flung to the Forgotten Realms in the quest to rescue their lost sons. My name is Freddie Wong. I play Glenn Close, the Bard/Rock and Roller of the group Rock and Roll Dad. I guess you could even say that's what I'm spec-ed at. And this week's dad facts-

**Will:** My Specs.

**Freddie:** This week's dad fact about Glenn Close is this: despite the popularity and ubiquity of virtual reality goggles, Glenn Close has never put on virtual reality goggles out of principle. Why? That's how mind control starts, everybody. They're just getting you used to the idea of putting on the thing that covers your eyes and your ears and wraps around your head. That's mind control and that's the first steps and we're letting the government do it to us.

**Will:** Welcome to the Desert of the Real. Hello everyone, I'm Henry Oak. I did it again. I'm Will Campos. I play Henry Oak.

**Beth:** We get it. You are dedicated.

**Will:** Birkenstock rocking, Granola crunching, nature hippie druid dad who doesn't wash his hands as often as he should. My dad fact this week, more of a dad observation really, is that Henry considers himself the Donatello of the dads. He also considers himself the-

**Freddie:** What was Donatello's thing? I don't remember.

**Will:** Leonardo leads, Donatello does machines, Raphael is cool but rude give me a break, and Michelangelo is a party dude.

**Matt:** Yeah.

**Will:** Henry fancies himself the thinking man's dad in the group. I don't know if he's right about that or not. Henry also thinks that he is the Charlotte of the group if we're gonna go Sex And The City archetypes. Kind of the most innocent, the most pure but also a little uptight so that's-

**Freddie:** I don't know Sex And The City archetypes.

**Matt:** All I know is I love that Henry Oak knows *Ninja Turtles* and *Sex And The City*.

**Will:** Hey man, he's up on pop up culture.

**Freddie:** That's a good spread.

**Will:** Good spread, good coverage.

**Anthony:** Encompasses multitudes.

**Will:** That's it. That's my dad fact. Just so you all know before the show Matt didn't have a dad fact and I was like, "Don't worry, Matt. I'll go before you and I'll do a dad fact that'll give you an idea for your dad fact." I don't know what Matt's got cooking but maybe he'll let you know which Ninja Turtle Darryl is because I have some thoughts on that.

**Matt:** My name is Matt Arnold. I play Darryl Wilson, a stay at home coach dad who is now a barbarian in Forgotten Realms. He's probably ... See, I would have thought he's the Raphael.

**Will:** What?

**Anthony:** What? You dumb fuck.

**Will:** No.

**Anthony:** You stupid idiot.

**Will:** You thought Darryl was the Raphael of-

**Matt:** Wait, is Raphael the leader?

**Anthony:** Every motherfucker wants to be Raphael.

**Will:** Leonardo is the-

**Matt:** Oh, no Leo, Leonardo.

**Anthony:** Okay, yeah. Yeah, you're Leonardo.

**Matt:** I didn't really watch Ninja Turtles. That wasn't really my thing.

**Anthony:** Rafael's the cool one.

**Beth:** I've literally never seen or know anything about Ninja Turtles.

**Matt:** Oh then yeah. Glenn's Raphael and then-

**Anthony:** Yeah. You're Mike.

**Freddie:** What?

**Anthony:** You're absolutely Mike.

**Freddie:** Mine is absolutely the Michelangelo.

**Anthony:** No.

**Freddie:** He's the party dude.

**Anthony:** Raphael is the worst person in the group and so is Glenn. And then Michelangelo is the funny one.

**Freddie:** But Michelangelo also like the party dude, stoner.

**Matt:** True.

**Freddie:** Archetype too.

**Anthony:** That's fair, I mean-

**Freddie:** Ron is beyond Ninja Turtles.

**Anthony:** Ron is Casey Jones on meth.

**Matt:** Isn't Ron truly the one leading us?

**Freddie:** That is true.

**Matt:** Isn't that-

**Freddie:** Ron is Leonardo but doesn't know it.

**Beth:** Damn.

**Matt:** My last minute dad fact is 50% of the furniture in the house is built by Darryl Wilson.

**Anthony:** Wow.

**Will:** Huge flex. Hard.

**Matt:** He built ... Yeah. He loves build-

**Beth:** He loves wood.

**Anthony:** No, finish that sentence.

**Will:** You just said that he bought it on IKEA and built it.

**Matt:** No, no, no. He does not. He is very upset if somebody has a ... In fact, he looks in disdain at all the pieces of furniture. Now, they are often the easiest pieces of furniture to make. Now the real dad fact is, if he's being honest, 50% is like if you include the spice rack-

**Will:** The cutting boards.

**Matt:** And the cutting boards.

**Beth:** Oh my gosh.

**Matt:** And the fact that he did the toilet roll, which is just like a doily.

**Anthony:** A doily?

**Matt:** What do they call?

**Anthony:** Dowel.

**Matt:** Dowel.

**Anthony:** Dowel is the word you are looking for.

**Beth:** A doily.

**Matt:** Okay. I'm not Daryl. And yeah that's it.

**Anthony:** You just play him on a podcast.

**Matt:** Just play him on podcast.

**Beth:** Hi, my name is Beth May and I play Ron Stampler. Emotionally stunted step father and rogue. I'm sorry. I was so thrown by the doily comment.

**Matt:** What is a doily? That's a word, right?

**Beth:** It's like a little-

**Will:** It's a little lacy.

**Anthony:** Little lacy thing you put shit on.

**Beth:** It's like a coaster. Yeah.

**Matt:** Darryl knows how to do that too.

**Will:** Fifty percent of the doilies in the-

**Matt:** Are sewn by him.

**Beth:** Fun Beth May fact is that I once got so enraged by trying to assemble an IKEA nightstand that I actually wrecked it, destroyed it.

**Will:** What, like you hulked out on it?

**Beth:** Yeah. Anyway, fun fact about Ron, God I'm glad I didn't believe Will when he's like, "Well, you can piggyback off ..." Because I just have no context for ... I have no Ninja Turtle knowledge because I'm-

**Will:** Ron is Rocksteady and Bebop.

**Beth:** I don't get that either. I'm drowning. Fun fact about Ron is that in the fourth grade, he got sent to the principal's office for plagiarizing a book report on The Adventures of Huckleberry Finn.

**Will:** Wow! Heavy Duty.

**Freddie:** How did he plagiarize?

**Matt:** Did he not read it?

**Will:** How did he plagiarize it?

**Beth:** He read the book report out loud and everybody's like, "That's not what Ron ..." He gets up to the front of the class. He's like, "The novel Adventures of Huckleberry Finn is a satirical novel because there is a large number of characters and a lot of events that extend through the extensive novel." I think his teacher was like, "No, Ron."

**Will:** Who did he plagiarize from?

**Beth:** Let's see, how old is he?

**Matt:** The back of the book.

**Freddie:** His buddy Cliff?

**Beth:** His buddy Huckleberry.

**Freddie:** His buddy Cliff? His buddy cliffs and his notes?

**Will:** I don't get it, Freddie.

**Matt:** Oh, cliffs note.

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

**Anthony:** Freddie say it few more times. They might like it this time.

**Matt:** Yeah.

**Beth:** Well it took me a while to get it.

**Freddie:** No, they said they didn't get it Anthony. Once they get it, they like it.

**Matt:** Freddie, save that good shit for the podcast, not the intro.

**Anthony:** That's true. I'm Anthony Burch and I'm your dad. And I'm not upset, I'm just disappointed. My dad fact I guess is, I think we mentioned this last episode, we record these at a different rate than we release them obviously. But there's a fan cast about Dungeons and Daddies called Talking Sons. I don't know if any of you listen to that.

**Matt:** I have not.

**Beth:** I haven't.

**Freddie:** I have it queued. I haven't been in the car enough.

**Anthony:** Okay. So I've listened to both episodes so far and the last episode-

**Beth:** There's two?

**Anthony:** Yeah. There's only two so far, at the time of recording and the most recent one was about the episode where Henry farts and there is a story somebody says, it is confirmed it is factually true that somebody vomited listening to Will's description of the farts.

**Will:** Wow.

**Beth:** My gosh.

**Will:** What?

**Anthony:** I believe it was somebody's wife. They may have been pregnant I'm not sure.

**Will:** I made someone puke?

**Freddie:** Oh, my God!

**Anthony:** Yeah.

**Matt:** That blood's on your hands.

**Will:** No.

**Freddie:** Oh my God.

**Will:** It means now like as a writer, I've made someone laugh, I've made someone cry, I've made people hopefully think a little bit, but most importantly I've made someone barf with my words.

**Matt:** Once you get the sin juice what's like the-

**Will:** The sin juice.

**Matt:** Once you make that happen for somebody what's the EGOT-

**Anthony:** Oh is that what ... Oh Jesus.

**Matt:** What is the EGOT of bodily-

**Anthony:** That is what cum is to you? Sin juice?

**Beth:** Oh, okay.

**Anthony:** What another wild intro from the boys.

**Matt:** What's the EGOT of bodily fluids? That's what you're trying to get.

**Anthony:** Oh my Gosh. JTBL. The E is ejaculate.

**Beth:** No.

**Anthony:** The G is gore.

**Will:** Time to start the podcast.

**Anthony:** To summarize what happened last episode.

**Will:** Yeah, Baby.

**Matt:** Daddies got rich.

**Will:** Daddy's fucking loaded now, baby.

**Anthony:** Through a bizarre, a truly bizarre use of the deck of many things.

**Beth:** We're sugar daddies now.

**Anthony:** You fought the library, you managed to defeat him but not before tricking him into pulling from the deck of many things and the two cards that he pulled were the ones that gave him advantage on persuasion roles and also a castle somewhere in the world. And then the card that gave him immediately 50,000 gold points worth of gems that fell at his feet.

**Will:** Anthony how much money is that in money, money. In US dollars?

**Matt:** I just checked right now. I just checked.

**Anthony:** Could you tell me because I would have to look it up.

**Matt:** It's $145 per coin times 50,000. You can't take this back, this happened. We have $7.2 million.

**Anthony:** Oh my god. Are you fucking kidding me?

**Matt:** We have $7,250,000.

**Anthony:** Oh my God.

**Freddie:** We're rich motherfucker.

**Matt:** Guy, holy shit. We can buy Paeden a whole school. He can go to the best school because we can buy him the school.

**Freddie:** "We're new rich baby", says Glenn.

**Will:** I am going to suggest that we pool all this money together and invest in whatever this strange world's version is of a low risk index fund.

**Beth:** We are so rich that we could buy one television, a big screen and then another television to put next to that television so that when there's commercials, we can watch the other television and then if there's commercials in that television, we can buy a subscription to channels that don't have any commercials. I've never seen anything like it, guys. I'm really excited about being so wealthy.

**Will:** Everyone slow down. It's been a crazy battle. We've had a lot of wild shit happen. Erin O'Neill just died and came back to life. How are you doing, Erin? Are you okay?

**Anthony:** Not fucking great.

**Matt:** Well, now you got five ways of this fortune though, we're giving you a fifth of this fortune.

**Anthony:** I don't get a fifth, I get fucking half.

**Matt:** Oh-

**Will:** Well-

**Anthony:** Let's be clear. Let's be clear. Okay, fucking Glenn could have healed me, didn't, and then without explaining what was going on, put the book on me and then he killed me.

**Matt:** We're a team here. We'll definitely figure out the best way to split this up. But just like, what would you do with 10,000 gold?

**Anthony:** With 10,000 gold, I would buy a bunch of land and set up a reserve for all of my kids so we wouldn't have to fight somebody to have an entire land of our own. It would just be me and my trees and we'd hang out in peace and be on our own.

**Matt:** Erin O'Neill ... and I walk up, I put my hand out.

**Anthony:** She puts her hand out.

**Matt:** I shake it. You got yourself a deal. Look at that. You got a whole forest now.

**Anthony:** Don't mind if I do. Thank you.

**Matt:** She at least gets one fifth, we can all agree on that.

**Anthony:** Well, no, no. I mean ...

**Will:** You got out dealed motherfucker. You got out dealed. Darryl Wilson should be a car salesman, bitch! Darryl Wilson just sold you a jalopy.

**Anthony:** The last deal on the table before we shook hands was I get half.

**Matt:** Oh, I was talking to Henry. I'm just saying, of course of the bare minimum, she can buy a forest preserve. I got admit, this is very exciting. I did not ... We got to find our kids and all but I did not expect that we'd come out of this wealthy.

**Freddie:** Rich baby.

**Will:** It's just the idea that the thing that would eventually destroy the dads and tear them asunder would be just a ton of money is insane to me.

**Anthony:** You thought this was when people rescue their kids, it's actually a simple plan or any Cohen Brothers movie. It's just a bunch of fucking assholes getting rich.

**Matt:** I've had a good way to split this. I had to deal with this with the estate of one of my ancestors. I think the best thing that we do is that first off, we should have a fund for like the Doodlers like a good 10-15% that we use as a group for you know, travel expenses, all the stuff that we're going to need for finding our kids.

**Beth:** Sponsorship, jerseys, a big screen.

**Matt:** All those, yes. I love jersey idea.

**Beth:** Mascots.

**Matt:** Jerseys that fit, fit us, not our kids' jerseys, but our jerseys.

**Beth:** Distributing deals with China. And-

**Matt:** Well, that gets into, then we all-

**Beth:** And cheerleaders.

**Matt:** Okay well, yeah. I mean pay them a fair wage.

**Anthony:** Remember when I said that the deck of many things could ruin this podcast?

**Matt:** What we could do is, if we each get a fair share, there's two things right? A fair share of the money but also, these are nice pieces of jewelry. There's one or two in there I think Carol would like quite a bit. I think we get a piece of paper out and we each write in order of priority which are the jewels we would like. Then we compare those sheets, and then the first person who like if I like that diamond ... can I get this diamond ring? That's all I'm getting at. Do you guys mind? This looks perfect. This looks like a first engagement ring.

**Freddie:** Real quick, I put my hand on Erin's shoulder and I say, "Listen Erin, there's a piece of wisdom from our world I want to impart to you now that you have become fabulously insanely wealthy like us. There's a difference between being poor and being broke. Broke is temporary. Poor is eternal." That's from Rich Dad, Poor Dad. The greatest dad manual on financial planning ever written.

**Matt:** Please tell me you gave Nick Rich Dad, Poor Dad.

**Freddie:** Oh, are you kidding?

**Matt:** Because he didn't read it, right?

**Freddie:** He didn't read it ever.

**Matt:** I know.

**Freddie:** Kids right, like they'll read it. We give them Rich Dad, Poor Dad. Hey Henry, you give your kids both of them Rich Dad, Poor Dad right?

**Will:** My children learned all the financial lessons they needed to learn from a little book called The Giving Tree, my friend.

**Beth:** Oh my gosh.

**Matt:** Just what? Just take and take and take until the thing they're taking from dies?

**Will:** It's about generosity and sharing and being kind, I've never read The Giving Tree. I've got a shooting-

**Beth:** What?

**Will:** I'm shooting big game here, guys.

**Anthony:** That's certainly what it wants to be about, that book.

**Beth:** It's about parasitic romantic relations.

**Anthony:** It's about abusive-

**Will:** Well, Henry does not know that because Henry skimmed the book. He was like, "What a nice title. It's a tree that gives. Giving and trees. What could go wrong?" Everyone, I'd like to remind us that this money is not worth anything if we can't get out of the Forgotten Realms with our sons.

**Matt:** Agreed.

**Will:** So, first things first.

**Anthony:** Erin's like, "It's worth stuff here." [crosstalk 00:16:04]

**Freddie:** Erin, what's the banking situation like in this world?

**Anthony:** It depends, I mean-

**Freddie:** Is there central banking? Is there a gold standard?

**Anthony:** No.

**Freddie:** Where's the biggest bank?

**Anthony:** The biggest bank is probably in Neverwinter.

**Freddie:** Wait, we can't go to Neverwinter. Do they have other medium size brand branks?

**Anthony:** I mean, there are fair ... There's Waterdeep. There are other big cities that have banks inside.

**Freddie:** In my head, I'm just imagining there's just like a montage section where it's just like, we go the Neverwinter we talked to the mayor, we're like, whatever, we'll pay our way out of these debts. They give us the key to this city and we're like, "Yeah, this was easy. Money solves all problems."

**Beth:** Can't we just buy our kids back?

**Matt:** That ... they might. So, one of us want to go sleep and see if they take money?

**Will:** Oh. That's not a bad idea. I could go to sleep and find out. First of all, I do want to settle one thing, which is as the dads mind to get back to the other world, we should pool our resources for now and if we manage to make it back to the other world, back to our homes with some money left over, we split five ways.

**Matt:** I agree.

**Will:** Four ways because there's four dads.

**Matt:** Four ways, but we should give something to Erin now.

**Will:** What I was gonna say is, I think Erin is right that this is more or less been a partnership between two parties, the Erin O'Neill and her tree party and the dad party. So I was just gonna say ... dad huddle. This is a sort of-

**Matt:** Dad huddle.

**Will:** This is sort of closed door financial discussion.

**Freddie:** Private conversation. Financial conversation. Private.

**Matt:** Guys, this is just like Shark Tank. I'm very excited.

**Will:** I'm okay with giving Erin half the money. That's all I'm gonna say.

**Matt:** I think half is ... it's a lot of money. She does not need half of it.

**Beth:** And she didn't even invite us the tree party.

**Freddie:** I will say this, we were the entrepreneurs. Ron I know you know that word, that competed, risked our lives for this deck, which enabled us to get this money in the first place.

**Matt:** She burned our book. She almost got ... I'm not saying she didn't do a lot of work, I'm just trying to figure out why she deserves half.

**Will:** I don't care.

**Freddie:** I think we need to renegotiate and start with 20/80 and we'll settle on a 60/40.

**Beth:** Well, now that-

**Freddie:** This doesn't work because Anthony can hear me.

**Matt:** Do we all ... how about 25%? Do you guys all think 25% is fair?

**Will:** Ron, you seem like you had something to say.

**Beth:** Yeah, I have something to say is that now that we have money, we're not entrepreneurs anymore. I know a lot about entrepreneurship and it's-

**Freddie:** What?

**Beth:** Well, like when you're an entrepreneur, you don't have money.

**Matt:** Yeah well, I mean, no, you're right. Yeah. Like once you get a lot of money, you're now a business person.

**Freddie:** You know, the real way to do this I've heard is we could become VCs. Very cool.

**Matt:** Ron, you know what?

**Freddie:** And invest in other companies.

**Beth:** Tell me more.

**Matt:** Ron, you're a business man.

**Beth:** I am a business man.

**Matt:** I think ... you know what would be great? I don't know everything but I've watched quite a bit of Shark Tank, I think it'd be good if ... let's give Erin a good amount, but like maybe make some of it like a loan, like investment that we're making in her forest or whatever that she's doing. So onto you, maybe you should negotiate with Erin.

**Beth:** Okay.

**Matt:** And I say, I would prefer not to give her half. I think there's a lot of stuff we could do with it. We're still trying to find our kids and frankly, I think ... at the end of the day, I think it's just what's fair is fair and I don't think she did half of the work.

**Will:** Henry thinks the other dads are being pretty greedy right now. So Henry's okay with-

**Beth:** Hey, I'm a sharp negotiator.

**Will:** I agree, Ron. I am absolutely happy with Ron negotiating the split.

**Beth:** I'm a big boy businessman.

**Will:** You sure are.

**Beth:** Okay, Erin.

**Anthony:** Is this money really going to drive us apart?

**Beth:** The other dads and I were just, there sharks and I were discussing and we're not going to be easy negotiators. We're not going to just roll over. That's not smart business and I'm all ... the way that I became a businessman is by practicing smart business.

**Anthony:** 50/50 and I'll tow your car back to Rocqueporte.

**Beth:** Yeah, okay. Ron turns back to the dads and like does the hand swipe swipe thing and be like, "That's how it's done. No easy passes. No free meals here."

**Matt:** "Ron, I never asked, what is your business?" I lean over to Glenn, I'm like, "I don't think Ron-"

**Freddie:** As Rich Dad, Poor Dad says, "Love of money is the root of all evil." Yeah, lack of money is the root of all evil.

**Matt:** I was trying to be fair, but okay.

**Beth:** No, it's a perfectly valid question and I'm a businessman.

**Matt:** All right Erin, well you heard what our ... you know. If you really think it's fair that you got 50%, well, if Ron said-

**Anthony:** I died. I do feel pretty good about that, yeah. The second time I've died by the way and it gets harder for me to come back every time.

**Matt:** Okay.

**Anthony:** The rolls get higher as we say.

**Matt:** I don't know your truth. That's what you've said. I just want everybody to be ... You know, they say good negotiation is nobody's happy and Darryl's not very happy right now. But that's okay.

**Freddie:** [crosstalk 00:20:46] Glenn's not very happy either.

**Will:** How can you guys not be happy? Two minutes ago, we had no money. Now we have 25,000 gold. I'd say that's pretty darn great.

**Anthony:** Erin goes, "As far as I'm concerned, this is great. We've come to the best possible parting of the ways. I'm leaving rich, you're leaving rich, you know exactly where to go to get your kids back, and for the love of God be careful. Please really do be careful. Honestly, we've had some scrapes, us. I've never quite been sure if I like you or not. I kind of feel like I mostly don't, but like I respect you.

**Matt:** And we just gave you $3,000,000. So, you probably like us-

**Anthony:** I just earned $3,000,000 [inaudible 00:21:20]. I mean, if this is a partnership, like let's be fair, I respect you-

**Beth:** Now we can afford to be careful. We can buy knee pads.

**Matt:** You're right. We could buy a lot of stuff to help us like ... we could get buff.

**Beth:** I mean, I'm already ...

**Matt:** No, I mean like-

**Beth:** I mean-

**Matt:** Like added armor.

**Beth:** Ron flexes.

**Matt:** Like armor. Even when nobody's buff, they can get stronger with like big mech armor.

**Anthony:** Oh my god. That's right.

**Matt:** Like CERN.

**Will:** Okay, let me ask you a question Erin.

**Anthony:** Yeah.

**Will:** You know, maybe we can consider this, maybe you can give us a little bit of-

**Freddie:** Financial advice.

**Will:** Consulting on our, what we should do with our money.

**Anthony:** Sure.

**Freddie:** No fee though.

**Matt:** Out of character, Anthony, I'm very sorry for whatever you had planned this episode.

**Anthony:** Honestly, I was so cynical about this, I was like, "They're gonna argue about the money for about 40 minutes." I have very minimal notes.

**Will:** Touché. If you had our means and you wanted to go ... so there's this Castle Ravenloft place right?

**Anthony:** Right.

**Will:** These guys in Castle Ravenloft, how would you invest that money in a rescue our kids heavy portfolio?

**Beth:** Henry, Henry, Henry. As a businessman, I can tell you that when you have money, it's not about spending money or even how you spend money or even how much money you have. It's just that you have money and then you don't need to worry about anything else. Because instead of a person who's like a step dad or a regular dad or any ... you're not any of those things, now. You're just a person with money and that means you've made it.

**Will:** Well, I don't think I'm going to feel like I've made it until I've made it back home with my children, so ...

**Matt:** Here, here.

**Beth:** I just don't want this money to change me because-

**Matt:** Ron, I feel like it kind of already is.

**Anthony:** Didn't you just say you're not a step that anymore? You literally just said that it changed you.

**Matt:** Ron, what's your kid's name?

**Beth:** Terry Junior.

**Matt:** Okay.

**Anthony:** All right. There's that.

**Matt:** How much money is Terry worth?

**Beth:** Well, I don't think he's worth money at all.

**Will:** How much money would you give to get Terry Junior back?

**Beth:** Well, I wouldn't give any money because I've never spent money. I just don't know. I just don't know what things cost or whatever. I'd give anything but like-

**Will:** Well, right now we have a lot of money which can buy us a lot of things that could maybe help us get our kids back.

**Beth:** How much could one kid possibly cost? Ten dollars?

**Anthony:** So Erin says, "All right, well, so if the wizards that took your kids, if there are wizards, if they're as powerful as I think they are-"

**Will:** Those are the wizards from the coast, right?

**Anthony:** Yeah. If the coastal wizards who took your kids, I mean, you have a lot ... that's a lot of money. You could hire a bunch of mercenaries, you could basically build a small army with that money, you could build trebuchets. I'm realizing these things are true as a DM as I'm saying them. You could build trebuchets, you could like ... assuming-

**Matt:** Would you say mercenaries would cost about 10 gold pieces?

**Anthony:** Are you serious? That's how much they cost?

**Matt:** Ten gold pieces per person or a crossbow man would be 15 pieces if you look at Dungeon & Dragons. Or maybe even an elven longbowmen would be 20 gold pieces.

**Beth:** Guys, this is exhausting. It's almost like money just complicates things.

**Anthony:** There is a saying we have in the Forgotten Realms, which is more money, more problems.

**Will:** Yeah, but no money, most problems.

**Matt:** So with 25,000 pieces, we could hire 250 mercenaries.

**Will:** Wait, what?

**Matt:** We could hire 250 mercenaries.

**Will:** I think you just said it cost ten gold pieces.

**Matt:** Yeah.

**Will:** So 25,000 gold-

**Matt:** Oh my god. We could hire 2500 mercenaries.

**Will:** Twenty five hundred mercenaries to march on Castle Raven-

**Anthony:** Well, you have you have 12,500.

**Matt:** Okay, so sorry.

**Will:** No. It was 50,000.

**Anthony:** Oh, you're right. It was. Yeah, yeah, yeah. Oh my god. God damnit fucking deck of many things. Fuck my assisted. No.

**Beth:** Oh my gosh.

**Will:** So we could have-

**Matt:** Guys, 30 gold pieces per month-

**Anthony:** I wanted this podcast to go longer than this.

**Matt:** There's thirty pieces per month according to this for me googling it.

**Will:** Okay. We'll ignore for a second that there's no possible way that Darryl would know the price of-

**Anthony:** Erin would know the price of these things. So, Erin is telling you all of these things that you are currently googling, but it's very fun for you to know this and me not, so go ahead and keep saying things.

**Matt:** We may be able to kill two birds with one ... Hey Henry, is there like a less ... you would say, problematic version of kill two birds with one stone? I'm just trying to be more sensitive to you.

**Will:** I would say maybe you know, free two birds with one key.

**Matt:** Okay, so-

**Will:** Assuming that they're not birds that have been raised as pets and that the birds that were in the wild and were caught recently enough to not become domesticated.

**Matt:** Okay, so can kill two-

**Will:** The phrase would be free two wild birds that have been recently caught but are not domesticated that are in a cage with one key and then you let them out and then you would let them back into their natural habitat.

**Matt:** Okay, so we could try to solve two things at once. If maybe those cops are coming after us ... you know, cops can be bribed. You ever gotten down to Tijuana for some fun with your buddies?

**Will:** Have you ever gone down to Tijuana.

**Matt:** No. You probably have. I've heard about it. I just figured I've heard the story they bribe the cops, right? Glenn, you've been there. I know I'm talking about, I'm sorry.

**Beth:** Can I call my wife?

**Anthony:** Sure. Of course.

**Matt:** Yeah, I mean, we got nothing to do but look at all this money.

**Freddie:** While Ron calls his wife, we'll load up the money into the minivan.

**Beth:** Nice, 18. So I dial up Samantha.

**Anthony:** All right. Hey, Ron.

**Beth:** Hi, babe.

**Anthony:** What's up?

**Beth:** I know I don't really normally call you babe, but I am just-

**Anthony:** I know, I was like, "ooh. I'm like a character from a movie or something."

**Beth:** Yeah. I just, a lot of things have just changed in me recently. I'm gonna be straight with you, we've had really bad luck here.

**Anthony:** Oh, no.

**Beth:** Sort of finding the kids and stuff with that, but we're still looking. We're looking really hard and I actually bonded.

**Freddie:** We know where they are, Ron.

**Beth:** Yeah, yeah, we know where they are.

**Anthony:** Oh, you found them?

**Freddie:** We're going to get them.

**Matt:** Quit listening in on the conversation, man.

**Freddie:** He's talking over there.

**Beth:** Samantha, we're going to get them and you know what I had a nice bonding moment with Terry before he vanished again.

**Anthony:** Oh yeah?

**Beth:** I mean like-

**Anthony:** Wait, what?

**Beth:** I mean.

**Anthony:** He vanished? Oh, no.

**Beth:** I just have a question honey, could you check my email inbox? I'm ... the password for is Ron. That's it.

**Anthony:** Okay yeah. I've got it up. Oh wow, you have so many unread emails.

**Beth:** I remember before I left, I got this email from this Heiress and she was asking for some money and I was, I just wanted to let you know that I've actually come into quite a bit of cash and I just ... honey, I don't know what to do with it.

**Anthony:** Do you want me to respond to her?

**Beth:** I've never like-

**Anthony:** From reading it, she wounds very ... like in a very bad situation.

**Beth:** Yeah. Okay.

**Anthony:** And in Nigeria too. Oh my god.

**Beth:** Yeah okay, let's just give her ... Money wise, I've just never really like-

**Anthony:** I mean, I've got 401k. If this is something that really matters to you.

**Matt:** Guys, guys, I've been-

**Freddie:** Oh my god.

**Beth:** Samantha-

**Matt:** I yelled at Glenn, but I've been listening too. I think we should say something.

**Will:** Yeah, I think we should say something. Hi-

**Beth:** Samantha, wait. What's a 401k?

**Will:** I flag to Ron.

**Beth:** Oh, sorry, sorry. What's up Henry?

**Matt:** Hey, hi-

**Beth:** I'm gonna put Samantha on speaker. This is my wife everybody.

**Will:** Oh, hi Samantha.

**Matt:** Hi, Samantha.

**Freddie:** Hi, Samantha.

**Anthony:** Hi, everybody.

**Will:** It's nice to meet you.

**Anthony:** It's me, Samantha.

**Will:** So, there is this scam that's called the Nigerian prince or princess scam where someone emails you from Nigeria and they're like, "Hey, I need help with money. If you give me some money, I can give you a bunch of money." And it's like kind of like a well known scam. So I just want you to be really careful about anything like that. Like, it sounds really fishy this email, so I would just ... I know we're focused on the kids 100%, but I wouldn't cash in your 401k and I would be really careful about that situation.

**Beth:** Okay actually, yes Samantha, I know just who to call about this and so I'll think about it and then I'll call you back later when I can because I ... you know, service isn't great here.

**Anthony:** Yeah. Okay. Of course.

**Beth:** I want to bathe you and riches and we've got a lot of riches here but no-

**Anthony:** I just want to bathe you. Not that you stink, I just like doing it.

**Beth:** No, yeah.

**Matt:** You can that off speakerphone now, Ron.

**Anthony:** Oh, no! Oh, no! I'm so embarrassed. I'm so embarrassed.

**Beth:** Don't be embarrassed because they all know that I love you and they all know that you're very very hot.

**Anthony:** I love you too. I like it when you call me hot. I'm more than that, but I also am that.

**Beth:** Yeah, yeah. You're so much more than that. Anyway, so I will call ... I've got this actually this good friend named Mr. Likely and I'm going to call him and see where to invest my money. I'm gonna find our son soon. I love you. Bye.

**Anthony:** Bye Love you.

**Beth:** I'd like to make another phone call.

**Anthony:** All right.

**Will:** You're definitely gonna need to put this one on speaker, Ron.

**Anthony:** Roll above a four.

**Beth:** Okay. Eleven. Yeah. I don't know how we have his number though.

**Will:** He called us, so I guess we could-

**Freddie:** Yeah. You have him in your contacts.

**Anthony:** I shared his contact on airdrop with you.

**Beth:** Thanks. Hello, Mr. Likely.

**Anthony:** Don't trust anything you hear or see. You're calling Scam Likely.

**Beth:** That's funny.

**Anthony:** What is it, Ron?

**Matt:** Just so you know, we're all on here. Just ... hi.

**Beth:** Yeah. You're on speaker.

**Anthony:** Hello Darryl.

**Beth:** Yeah, you're on speaker.

**Matt:** You're on speaker. Ron, you should let people know when they're on speaker.

**Beth:** Yeah. Okay.

**Anthony:** Oh, how very polite of you. I never let people know when they're on speaker. [crosstalk 00:30:38] such amusing [inaudible 00:30:40].

**Beth:** Darryl, how much money do we have exactly?

**Matt:** So, we have ... Hi, Mr. Likely. We have about-

**Will:** Guys, guys, guys, guys, guys, guys, guys.

**Matt:** What? Oh yeah.

**Will:** One moment, Mr. Scam Likely.

**Anthony:** Oh, of course.

**Beth:** I come into the dad huddle with the phone.

**Matt:** No, no, Ron-

**Freddie:** I reach over, I press mute on Ron's phone.

**Will:** Should we be telling Scam Likely, who's like a big scam guy, that we have all this money? Right?

**Matt:** Oh, my. Yes, very smart Henry. Maybe say like we have like 100 gold pieces just to kind of see what he ... like a lot? That seems like a lot without letting him know that we are rich.

**Freddie:** Why are we on the phone with Scam Likely, you guys?

**Beth:** You know, I'm thinking about my family here. I want to know like what the best scam to pull is.

**Matt:** Good. Tell him that we have 100 gold.

**Beth:** Yeah, let's do it.

**Will:** For sure.

**Beth:** Mr. Likely.

**Anthony:** Yes?

**Beth:** I take it off mute. Um, we have just 100 gold and we're wondering how to-

**Freddie:** Matt's just thumbs uping Beth from across the room.

**Beth:** To scam. We're wondering whether that's a good scam to have to-

**Anthony:** You're asking if it's a scam to have 100 gold?

**Beth:** Well, it's because we actually-

**Anthony:** No, really no. That's not really a scam.

**Beth:** Well, it's a scam-

**Anthony:** Also, roll deception because you're lying about how much money you have.

**Beth:** Okay. A 13.

**Anthony:** Okay. Yeah. He believes you. "You just call me over 100 gold. Okay. Well, luckily for you, you can enlist in my Scammers Academy where I teach you all the secrets of scamming. I take you from zero to hero."

**Beth:** That actually might be great because apparently my wife Samantha and I are getting scammed by somebody and we want to scam them back because we've got a lot of money now.

**Anthony:** Ooh. The much rumored counter scam.

**Beth:** Yeah.

**Anthony:** The most delicious of all scams.

**Beth:** Yeah. I figured if I could make you believe that we only had 100 gold, the sky's the limit.

**Anthony:** Oh. So how much did you actually have?

**Will:** Hang up. Hang up, Ron.

**Freddie:** Hang up.

**Beth:** I hang up.

**Anthony:** I'll be seeing you soon.

**Matt:** Okay, so let's ... I don't know what's the next step on this-

**Freddie:** We need to get this money into a bank. We can't just have loose money and these-

**Matt:** Yeah. We put the gems, just to clarify, I think we put all the jewels in the spare tire slot underneath the-

**Will:** Yeah. We're hiding it from view.

**Matt:** Yeah. It's hidden like underneath the floor of the back of the minivan, so it ain't just laying around.

**Anthony:** Okay.

**Will:** So okay dads, sometimes my life gets a little overwhelming and it seems like there's a zillion different things to do and I get stressed out trying to make decisions. So what I'm going to suggest is that we come up with a to do list to figure out what our number one priority is right now. Number one priority is get the kids back.

**Beth:** Oh, yeah.

**Will:** That's the number one priority.

**Matt:** We all agree.

**Beth:** I agree.

**Will:** And then we can have a conversation about how to do that. Right? Number two seems like figure out-

**Freddie:** How to get back home.

**Will:** How to get back home, thanks Glenn.

**Freddie:** I got it right.

**Will:** Thanks, Glenn. Hey, way to go buddy. How to get back home.

**Anthony:** Big day for you.

**Freddie:** I know. It's pretty cool, man.

**Will:** Number three, we can say like we have some you know, I play some of these ... like, I see the boys play these video games where they go all over the place and the different worlds and they have these things called side quests. So I feel like I'm going to put number three miscellaneous side quests. You're setting up orphanages, giving money to pay it in, et cetera, et cetera. Right?

**Matt:** Well in video games though, you do the side quest before you beat the game.

**Will:** Okay, but-

**Anthony:** I don't know if you heard about this part, I can't remember if I actually told you about this before, but that pyramid that dropped, there's like a mean bad thing in it and people keep trying to go in and kill it and nobody can and apparently there's a bunch of treasure in there. So that's the thing. I don't know.

**Will:** Well, that sounds interesting. Okay, that can be one of the side quests.

**Anthony:** That's maybe one of them.

**Beth:** But if there's more treasure, that just seems exhausting.

**Matt:** Yeah. We have a lot of treasure already.

**Beth:** You know, because we already have-

**Anthony:** Seems like almost anything you could do this game is now obviated by your incredible riches.

**Matt:** It just seems weird that we're having this discussion sitting in this field with a dead body as like we could just go not very far.

**Freddie:** I want to loot the library.

**Matt:** Ooh.

**Anthony:** Okay, so the library-

**Freddie:** Just disappeared while we were talking.

**Will:** Oh, fuck. Where'd it go?

**Freddie:** It slowly dissolved.

**Anthony:** I slowly despawned it to save memory in the level. As you touch its body, it bursts into flames, it and the backpack full of books that were sort of like ... he'd receded into his body so that he could wear the Odyssey like a hermit crab shell. So, you basically get the next 1.5 seconds after I finished this sentence to tell me the name of one book that you can save from the fire that is consuming the library's backpack.

**Will:** The Wizards of Rocqueporte.

**Anthony:** Okay,

**Will:** No. The Wizards of Ravenloft.

**Matt:** I like or something about different dimensions, different worlds.

**Anthony:** Here we go. Count down starts now.

**Will:** How to jump through [inaudible 00:34:56] into dimensions, the book and an autobiography of the Wizards of Ravenloft.

**Matt:** Nice.

**Freddie:** Nice.

**Anthony:** Okay.

**Beth:** I bet you guys thought I was going to say Adventures of Huckleberry Finn.

**Anthony:** Okay.

**Will:** Ron hasn't read it.

**Anthony:** So you reach into the fire and you grab that book, that extremely specific book and now you have that.

**Matt:** How long has that book?

**Anthony:** It's not very long. It's like pamphlet sized.

**Matt:** Okay. I hop in the front seat of the car is like, "Hey guys. Why don't we go ahead and go hang out and talk about all this over where Paeden is and then we can figure out what our next steps are?"

**Will:** Okay.

**Matt:** You don't want to go-

**Will:** All right, let's just go. Let's go. Henry's tired of talking.

**Anthony:** Okay. So, Erin goes like, "Cool. So I guess this is probably where I leave you."

**Freddie:** For now, Erin.

**Beth:** This is where you leaf us.

**Will:** Yes!

**Anthony:** She goes, "You know what? I liked that. That was good. That was fun. Fun."

**Matt:** Nice.

**Beth:** Thanks, Erin.

**Matt:** I feel like the number of times we forgone Erin, maybe she did deserve 50%. I'm beginning to see her way.

**Anthony:** I was there when it mattered, you know? But yeah, I guess I'll see you around. If you ever need to get in contact me, we just like whisper to a tree and it'll get back to me.

**Will:** Is it maybe or does that work?

**Anthony:** No, it works.

**Will:** Okay well thanks, yeah.

**Anthony:** Trees are chatty bitches. They gossip a lot, so it'll get back to me if you need it. But yeah, I mean I guess good luck finding your kids and really do honestly be careful with whoever has them because they ... if they have the kind of magic I think they do, it could get really bad really quickly.

**Freddie:** That's the problem with trees, all bark no bite.

**Beth:** I like that.

**Will:** Oh, geez.

**Anthony:** Oh god. God. That's the note I'm leaving on, bye.

**Freddie:** And with that, Erin O'Neill vanishes into the wind.

**Anthony:** Yeah.

**Freddie:** Guys, I don't think Erin likes me.

**Matt:** No, she definitely doesn't Glenn.

**Freddie:** That's all right.

**Anthony:** Erin calls some trees over, they lift up the broken Odyssey, which remember the rear axle snapped, and they basically just carry you Rocqueporte, which essentially know it ... I'll roll on the fucking encounter table. Okay, yeah. No bandits attack trying to get your ill gotten gains.

**Freddie:** Hey, hey. Henry.

**Will:** Yes?

**Freddie:** This is like a really green way of traveling, right?

**Will:** It is. I'm actually really liking it. It's low footprint other than these huge footprints in the ground that all the trees are making.

**Matt:** You know what's the best part about somebody else driving is you can check your phone while driving. And I go ahead and I finally look at what that text was from-

**Anthony:** Oh, wow. Okay, so the text that you received after you had gotten the butt dial from Carol, where you heard that she was considering divorcing you and then had realized that, "Oh shit, her phone was on and that you had heard all of that."

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

**Anthony:** So, you hadn't checked it all this time. You check it now and it says, "I'm so sorry. That was an accident. I didn't mean for you to hear those things. I'm sorry I've been the way that I've been. I've ... a lot of stuff has been going on. I've been trying to think about things. We should talk when you get back. I love you."

**Matt:** Darryl-

**Beth:** Were there any emojis?

**Anthony:** No.

**Will:** Yeah. There's plant winky face.

**Anthony:** There's the eggplant and then there's an x over the eggplant.

**Matt:** Darryl responds with an eggplant winky face. No. Darryl responds with. Hmm. Darryl responds-

**Beth:** Sorry I just got this.

**Matt:** Darryl responds with, "A lot's going on here too and I know a lot's been going on between us. We will talk when I get back and I'll let you know what's going on with Grant. Love you very much."

**Freddie:** We all get long rest? Do we get a long rest?

**Anthony:** Let's just say that you show up in Rocqueporte when it's about midnight and you just sleep the rest of the night off-

**Matt:** Wait, is Paeden asleep then?

**Anthony:** Yeah.

**Matt:** I go running in. I go running and I go, "Paeden, Paeden. Wake up little buddy!"

**Anthony:** So you run into Walter the Immoral's house. Do we just beat down the door?

**Matt:** [crosstalk 00:38:25]. Anthony ellipsied us into we're sleeping in the house. I figured that-

**Anthony:** No, you were in the car. In the van I assumed.

**Matt:** Oh, yeah. Sure, I knock on the door.

**Anthony:** Okay, so you-

**Matt:** And I'm really excited to see Paeden.

**Anthony:** So you hear the plap, plap, plap of bullywug's webbed feet coming to the door. And then Walter the Immoral opens up and goes, "What's going on? Oh, hey man."

**Matt:** Hey, we just need a place to sleep and we're going to do some work here before we go out and do some stuff. Hey, where's the little guy?

**Anthony:** He's in his room. He's sleeping like I was.

**Matt:** I'm sorry for waking you up.

**Anthony:** Oh, it's okay. I guess

**Matt:** I guess we can let him sleep. We can see him in the morning.

**Beth:** We'll pay you for your difficulties.

**Anthony:** I don't have any other beds. There's just this one and the one with Paeden.

**Beth:** We'll pay you for your trouble, Sir.

**Anthony:** If you want to sleep on the floor, you can get some sheets or a little comforter or something.

**Matt:** I love this voice so much.

**Will:** This is so good. I could listen to this voice for hours.

**Matt:** You guys all want to just-

**Anthony:** You can come in. Everybody come in.

**Matt:** Yeah, we'll come in. Let's just take a sleep and then we'll wake up and see what's up.

**Freddie:** Glenn's already asleep in the van.

**Anthony:** Okay.

**Matt:** I sleep on the floor outside Paeden's room.

**Will:** God.

**Beth:** Oh my gosh.

**Anthony:** Somewhere Grant is like, "Jesus Christ. I don't know why but I feel real weird right now."

**Anthony:** Morning comes, dawn breaks and you feel a door hit you in the back as Paeden, "Oh. Oh, geez. What's in the way of that? Oh hey, man."

**Matt:** "Hey. What's up champ?" I kind of punch him in the shoulder, like a little soft punch. "How's it going?"

**Anthony:** Ow.

**Matt:** Oh, sorry buddy.

**Anthony:** It's fine. What're you doing?

**Matt:** Well, we're all ... we fought a bunch of guys and-

**Anthony:** Did you find your kid?

**Matt:** I did. I mean, we kind of expected-

**Anthony:** [crosstalk 00:40:03].

**Matt:** Yeah, like everybody else. We're kind of laying down here to figure out ... we came into a lot of money.

**Anthony:** Money? What'd you do?

**Matt:** We killed a library.

**Anthony:** Oh.

**Matt:** Yeah, we came into a lot of money because Henry here pulled ... Henry, wake up man.

**Will:** Huh? Are we? What are we doing again?

**Matt:** I'm telling Paeden-

**Anthony:** Where was Henry? I just ...

**Matt:** Henry, are you?

**Will:** Matt, do you just want to do the podcast by yourself? What is going on?

**Anthony:** Did you all fall-

**Will:** I guess we all came in and fell asleep next to the door with Matt, I guess.

**Anthony:** No, no. I want to be clear. Matt's the only one in this place.

**Will:** Yeah. I'm not here.

**Matt:** Oh. Where are you?

**Beth:** I think that Ron went in and like slept like kind of next to Walter.

**Matt:** Yeah. Basically I'm saying. It's a big room, I figured that was the-

**Anthony:** So you slept on the bed next to Walter?

**Beth:** Yeah.

**Anthony:** So, he set up like a bunch of comforters on the ground and then after he fell asleep, you crawled into bed with him? Ron, stealth roll. Stealth roll.

**Beth:** I got a 13 plus eight, yeah.

**Will:** A 21.

**Anthony:** So as Darryl and Paeden are talking, Walter wakes up with, "Wow. What the fuck?"

**Beth:** No. What I think was, I tried to wake him up in the night like, "Walter, what do you think happens after we die?"

**Anthony:** Without thinking about it, because he was married, but his muscle memory takes over and he's like, "Honey, we'll talk about it in the morning." And he wakes up and he sees he's like, "What the fuck?"

**Beth:** Walter, what do you think-

**Matt:** I'll just say Paeden, I was going to tell you about Henry's cool move, but I guess he's not here, so he can tell you when he comes in and we were just going to plan our next steps. I figured it would be nice to do it here rather than in just a big old empty field.

**Anthony:** Well, I'm glad you came back. I made some stuff for you. Let me show you, let me show you.

**Matt:** Because you're a blacksmith, so I figured it might be useful.

**Anthony:** Yeah, man. I mean, I'm a blacksmith's apprentice. I'm not a full fledged blacksmith yet, but I'm trying. I feel like I'm making pretty good progress. And as you look over Walter, he's like shaking his head like, "No, no. He's not." Paeden makes you guys porridge with Walter and they bring it out to the van and they knock on the window and-

**Will:** Henry wakes up after an unsuccessful night of trying to pass the retainer and bear form.

**Anthony:** Oh my god, I forgot about that. Walter's like, "Hey, we made you some breakfast if you want to eat. Will you come inside?"

**Will:** Sure. That sounds great. I could eat.

**Anthony:** While Walter is passing you porridge and spoons and stuff like that, Paeden leads you to the little forge, little blacksmithery that's connected to Walter's house and he goes, "Okay. So, what I did was I made-"

**Freddie:** Paeden? This is Paeden?

**Anthony:** This ... oh, sorry. Shit. Okay, so what I did was-

**Freddie:** Paeden, you're picking up some of Walter's speech patterns.

**Anthony:** So Paeden's like, "What I did was, I made versions of like the weapons that you guys use, but I made them better."

**Will:** Oh, wow.

**Anthony:** "I made them rowdier. I made them crazier." So if you want to, Paeden offers you weapons that are identical to the ones that you're currently using, except instead of plus whatever for their attack, they're minus one, but if they hit they already do double damage and if you Crit with them, they do quadruple damage.

**Freddie:** Paeden, will these spiked to nunchucks do double damage to my nuts.

**Anthony:** Oh, you bet they will.

**Freddie:** I nod solemnly and grab them.

**Anthony:** So they're basically ... they look a lot like your weapons, but they're more like metal. They've got spiky shit over them and stuff and they look very amateurish like a child-

**Freddie:** Paeden, how did you get all this broken glass on the end of these nunchucks?

**Anthony:** I been practice, man. It took a while.

**Freddie:** Walter, is this a skill? Like a blacksmith skill?

**Anthony:** Actually, I several times told him to do that and he still managed to do it. So I don't know. They make him happy.

**Freddie:** I'm calling these Paeden-chucks in my thing here.

**Matt:** I grab the ax like, "Oh, did he named his weapons? What is this bad boy named?"

**Anthony:** Well, I figured you could name them because-

**Matt:** Is this Paeden? I was asking Paeden.

**Anthony:** Oh. I keep forgetting the voice. They're so close. Okay. So Paeden goes, "I didn't name them but I figured you could because the person who wields the sword gets to name it, I always feel like."

**Will:** You know what, Paeden? This multi tool that's really rusty and has a couple nails sticking out of it is super pretty and I'm going to name it the Thanks Paeden, I like this gift.

**Anthony:** Great. Yeah. But I mean, that's-

**Beth:** How much?

**Anthony:** How much what? How much did I make? I made four of them and I gave them to you.

**Beth:** How much you're asking for-

**Anthony:** Oh. No. That is a gift. This is a gift. You got me out of bullywugs and now into the hand of a bullwug.

**Beth:** I don't think you understand. We are very wealthy now.

**Anthony:** Cool, great.

**Beth:** Very wealthy.

**Anthony:** I mean, not all about money, baby. I live that Blood Money life. I fought in the Unfortunate Foster Children Tournaments and the people who fought for money, they were the ones who went down the quickest. People who fought for the thrill of the fight were the ones who stayed in the longest.

**Beth:** Listen, everything I've ever learned in my life is that it's about money.

**Anthony:** Okay, whatever. It's your truth, man. Whatever gets you there.

**Beth:** I want to ask if Paeden has any business card weapons.

**Anthony:** Paeden says, "Oh yeah, absolutely. That's your signature weapon, so I just made these babies." And he gives you a couple of metal business cards that have sharpened edges. They have like Ron Stampler chiseled into them by hand.

**Beth:** Well, could you put Paeden on them because they're your business cards. I'm just wielding them.

**Anthony:** Okay. You sure? It's not going go help your brand.

**Beth:** No, I mean, I'll help your brand. I just want your name on the cards, kiddo.

**Anthony:** "Cool. Awesome." So he takes a chisel and chisels his name into all them.

**Beth:** That's right. My name is Ron F. Stampler Paeden The Fourth Esquire.

**Matt:** I take a sharpie and I write my name on the blade and I say, "Hey Paeden, this is what I named it." And I turn around and it's Paeden, but it's spelled Painden and it has like big lightening bolts coming out.

**Anthony:** Oh. Fuck yeah. Hell yeah. Fuck yeah. Shit Yeah. Fuck yeah.

**Matt:** Hell yeah.

**Beth:** Oh my god.

**Matt:** Thank you, Paeden.

**Anthony:** Walter's like, "Again with the language, please. I've tried so hard to make him stop cursing and he loves to curse."

**Will:** Hey, Walter.

**Anthony:** Yeah, what's up?

**Will:** You deal with weapons, so certainly you know where the best sell swords are in this realm, yeah? Where would we go if we wanted to hire an army of mercenaries?

**Anthony:** Well, the cheapest ones are in Meadowshade.

**Beth:** We need the cheapest ones.

**Anthony:** The most loyal ones in Neverwinter.

**Matt:** Oh. Is loyalty a problem with mercenaries here?

**Anthony:** "Can be after a period of time. Basically they could just decide if you pay them well enough, they'll just fuck off before ... oh, now I'm doing it. Paeden, ah!" We look to the side there's a swear jar and it's overflowing. "Okay, so there was a place called Dier Frats."

**Freddie:** Dier Frats?

**Anthony:** Yeah, that was sent in by Eileen Klaus, thank you for that name. You wanted to be a character, but sorry it's a good name for a [crosstalk 00:46:25].

**Freddie:** Dier Frats is a really good name for a place.

**Beth:** I like that.

**Freddie:** It's like the college town. It's a bunch of fucking-

**Anthony:** Bunch of Chad's. Oh, it's probably where fucking Big League was born.

**Freddie:** Dier Frats.

**Anthony:** Dier Frats. There's another one Paul Gervasiae submitted this, there's a small village called Don Cheadle that has a lot of really good soldiers for-

**Freddie:** Named after the Don who owned the place.

**Anthony:** Yeah, yeah, Mr. Cheadle founded that town and he sort of belonged to a crime family, hence the Don, and so he has some of the most brutal mercenaries you can hire.

**Matt:** Do you think any of them ... you've all seen Indiana Jones, right?

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

**Matt:** The last thing I want is like ... because we're like ... the four of us are pretty, we're all four Indiana Jones at this point. We're doing pretty good, dads. So I feel like what I don't want is for us to be right there and then they turn around because they're scared. So like, we're going to ... where are we going again? Henry?

**Will:** We're going to Castle Ravenloft to save our children.

**Matt:** Yes. So again, I'm very excited. Yeah. I'm very excited about it. So I want to make sure that the mercenaries ... so are there ... do you think there are mercenaries that would turn away from going to Ravenloft?

**Anthony:** Oh man, yeah. Unless you went for the pretty expensive ones-

**Matt:** See, good things to figure out.

**Anthony:** No, that's good.

**Matt:** Don't go cheap.

**Freddie:** You get what you pay for.

**Anthony:** You're going to Ravenloft? Oh, man.

**Matt:** Yeah.

**Anthony:** That's in Borovia and Borovia sucks. Oh, that sucks.

**Freddie:** Why does Borovia suck?

**Anthony:** Well, Borovia sucks because there was this guy Straud, this vampire and he sort of took it over and a lot of bad stuff happened and then somebody killed Straud, I assume whoever the heck has your kids, so that entire place is still kind of cloaked in like permanent darkness and cold shadowy stuff. It's bad. And Paeden's like, "Oh, right, right, right. So yeah, there was something I wanted to give you, Darryl. Something that was going to help with that. Crap. I can't find it. Shit."

**Matt:** You know, it's always the last place you look for it.

**Anthony:** Yeah, no. I'll find it later. I'll find it later. Sorry.

**Will:** Do you remember what it was?

**Anthony:** Now. It's a surprise. I don't want to ruin it.

**Matt:** A surprise?

**Anthony:** Yeah, yeah.

**Matt:** Oh, I'm excited. Well now I'll be surprised. I'll still be surprised when you give it to me.

**Anthony:** I hope so. Let's find out.

**Freddie:** We still have that charm that we won, right? That like-

**Anthony:** Yes, you do.

**Freddie:** Disguises things.

**Anthony:** Yes. It keeps you basically invisible from like divination magic that's trying to find where you are.

**Freddie:** Okay, so we definitely have hung that as like fuzzy dice on the minivan.

**Beth:** Yeah, the amulet or whatever.

**Freddie:** Great.

**Will:** I will throw one thing out just as a cautionary note, my fellow dads, which is you know, I remember this one time I wanted to get a really fancy gift for Mercedes Oak-Garcia, like I wanted to get her a fancy new watch and I went to what I thought was a reputable watch dealer flashing my cash around, next thing I know I got sold a bootleg watch and I got ripped off and I was out all my money. As they say, a fool and his money often soon separated. I can't remember exactly how that phrase goes.

**Will:** So I just, I do worry a little bit about the four of us with a big bundle of cash marching up to like a group of heavily armed people that are professional warriors and like you know getting robbed or something like that. Do they have bonded mercenaries in this world? Is there like a Craigslist sort of?

**Anthony:** Yeah.

**Will:** Not a Craigslist. That would be the exact opposite of what I want.

**Matt:** Yeah, we don't want the Craigslist situation, you know?

**Anthony:** No. That's if you want to get cummed on.

**Beth:** We want to hire Craigslist roommates.

**Freddie:** Wait, what?

**Matt:** When you buy something you ... wait, what's happened to you when you bought something?

**Anthony:** I mean, that's just what Craigslist is good for is just getting nutted on. That's just a fact.

**Freddie:** Craigslist has ... when was the last time you used Craigslist?

**Matt:** I mean, the last time I wanted to get cummed on.

**Anthony:** This ... I'm so sorry everyone listening to this show. So Walter the Immoral says, "The higher up in cost you get for the mercenaries, the more their reputation matters to them, so the less likely is that they'll turn on you."

**Freddie:** I mean Henry, I think the move here is going to be like deposit in the bank and any reputable institution will have some sort of escrow service or something, we just work it that way. We should use the financial institutions that they have in place here.

**Beth:** Listen, I don't think that we need an escort service if we're as good at scamming as the people who might scam us.

**Freddie:** Where's the nearest city with a reputable bank? And I feel like guys, we need to deposit this and so that we have it in-

**Matt:** So, like a check to give mercenaries?

**Anthony:** Well, you're going to like this because Paeden told me the story of what happened when you left there, but the most reputable bank in the realms is definitely in Neverwinter.

**Freddie:** Questions about Neverwinter. How bribable are they?

**Anthony:** Paeden told me that you told them that there was a cult there and cult people are generally bribable.

**Will:** Here's my thought. The most reputable mercenaries are in Neverwinter. The most reputable bank is in Neverwinter. To your point, the last thing I want to do is march up to Ravenloft with an army that's going to turn tail and run or stab us in the back. That seems like an undue risk.

**Matt:** Yes.

**Will:** Now I know we've ... we upset some people would Neverwinter vis-à-vis the pyramid, which again was not really our fault. We kind of bit off more than we could chew. But here's my thought, why don't we go to Neverwinter, we'll deposit our money, we'll hire an army of mercenaries, we'll test their metal against the pyramid, and if they're good enough to roll through the pyramid, we know they're good enough to fight whatever's coming at them in Ravenloft.

**Matt:** That's good. And we get the treasure in the pyramid for some extra money and to pay the more.

**Will:** Yeah and we can re-up on the treasure. It's an investment that pays off over the long run like an index fund.

**Freddie:** Now, here's the question though Henry, because there are some states where the moment you cross state lines, they pick you up and throw us in jail and we have to forfeit all of our riches, man.

**Will:** I try to stay out of politics but I don't feel like I'm saying anything too controversial when I say that wealthy people have an easier time with law enforcement than non wealthy people. So I understand your point Glenn, but I think if we come into this town as men of means, I think we'll be able to make it work. And plus just on a karmic level, I do feel like we need to balance out some of the sins that were committed, either actively or passively by us and we should ... again if you want to talk about like, if we want to leave like a blind trust for P-A-E-D-E-N you know, I think that's great. I also think we should maybe see if there's something we can do to help the people of Neverwinter.

**Matt:** Paeden, he's talking about us giving you some money. And I flip him that diamond I took.

**Anthony:** He grabs the diamond out of the air and he goes, "Whoa."

**Beth:** Did you just propose?

**Matt:** It's not a ring, it's just a diamond.

**Anthony:** No, just a diamond. Are you sure? This is a lot.

**Matt:** Don't spend that all once and you got-

**Anthony:** Because you're 12, so-

**Matt:** And you got to ... you're going to-

**Anthony:** Walter's like, "Give that to me. That's safer-"

**Matt:** Yeah, Walter. You're going to take care of it, right?

**Anthony:** Yeah, I feel like I should probably have that.

**Matt:** Give some of it to the town, make sure Paeden you know is taken care of and-

**Anthony:** It's like 2,000 gold.

**Matt:** Yeah, I know. This should work for everything and for everybody.

**Anthony:** Okay. All right. It'll do it. It'll get this town-

**Matt:** That can be taken out of my share if that's what happens.

**Anthony:** Great. This town will be back on its feet in no time. Yeah, for sure.

**Freddie:** I think we got to go to Neverwinter.

**Will:** Oh. I did want to say, Walter, do you think you could whip up a new rear axle for the Honda Odyssey?

**Anthony:** Oh. Whoa, whoa. What is this thing?

**Will:** Oh, have we not shown you the Odyssey of Honda?

**Anthony:** Oh geez. He saw us early on. That's stupid.

**Freddie:** No, no, no, no, no. We pop open the hood and he sees for the first time in the Forgotten Realms a functioning internal combustion engine-

**Anthony:** What the hell is that?

**Freddie:** Hey, Walter-

**Anthony:** What the fuck is that?

**Matt:** You're looking at the beast, that's what you're looking at.

**Anthony:** Oh my god. It's beautiful.

**Freddie:** Walter, you're a man that works with metal, I would say take some sketches here. I think there's something in here that you might eventually make a lot of dough from.

**Anthony:** "Oh man, everything's coming up Walter." He takes some sketches and he looks at the cracked rear axle so he goes, " I think I can work with this. I think I know what to do here." And he just sort of fixes it over the course of 12 hours.

**Matt:** Yeah. It's like a bar.

**Anthony:** It's a weld.

**Matt:** I think we should probably head to Neverwinter because let's be honest, if somebody was going to try to take our money based off of what we've done, I think we'll be okay. We'll be able to handle it. So-

**Anthony:** Okay.

**Will:** Well Walter the Immoral, Paeden, we must leave you once again and go find our sons. And you know, hopefully everything works out okay.

**Anthony:** Paeden isn't around. Walter's just like, "Yeah. I'll let him know you-"

**Will:** Oh geez. Where'd Paeden run off to? I was really hoping we'd get to say goodbye to him.

**Anthony:** He said it would be like really hard to say goodbye to you a second time, so I think he might be just be in his ... the door to his room is kind of locked, so I think he's just in there.

**Beth:** Well, if I were him and I came across people as endowed with riches, I would sneak into their car and just try to follow them and just be as rich as they are. Not saying that he did that. I'm just saying, I would want to be rich, but I am rich.

**Matt:** Well, just let him know we said bye. I understand if the boy needs his space. Well just ... let him know that we said bye.

**Anthony:** I'll let him know, but yeah. I'll see you guys back around, I guess.

**Will:** Okay well, goodbye Paeden.

**Freddie:** And that's for the park that you're going to build, I assume you got a plot or something already picked out for when you're getting the town back on its feet, it's Glenn with two Ns. The Glenn Close park for ... right? With two Ns.

**Anthony:** Right. I'll definitely get ... I'll do that for sure.

**Freddie:** Great, great, great. Perfect.

**Anthony:** "Okay, cool, yeah. I fucking hate that guy." And he puts a dime in the swear jar. You drive past beautiful groves of trees that are colors that you can't even describe with your words and fucking I hate doing imagery.

**Freddie:** Anthony, that's what people who listen to D&D podcasts are so horny for.

**Anthony:** Yeah.

**Freddie:** They will-

**Anthony:** A Tolkien-esque vacation to another world.

**Freddie:** Then fucking give it to me, man. I want it. I want to a fucking picture in my brain.

**Anthony:** You drive past rivers that smell like chocolate. You drive past-

**Freddie:** Chocolate rivers? Oh wow, we got to pull over, guys.

**Anthony:** No! This is why you don't do imagery. This is why you don't get fucking sensory details.

**Matt:** We all pee in the river and then we jump back into the van, we keep going.

**Anthony:** Okay. So now the river smells like pee and chocolate. Congratulations. As you pull up to the outskirts of Neverwinter, Ron you hear a, "Pss."

**Beth:** Yeah?

**Anthony:** Pss. Over here.

**Beth:** Oh, never mind.

**Matt:** What's up, Ron?

**Beth:** I said yeah and then I said nevermind.

**Matt:** Okay.

**Will:** Okay, Ron sounds good. Ron, right?

**Anthony:** So in the trunk behind you, underneath the pile of clothes, you see a little face poke out and he goes, "It's exactly what you said. The thing that you said, that's what I did."

**Beth:** I pretend to be on my phone, but I haven't rolled or anything. "Yeah that's what I said because it's a smart plan because I am super rich and you can be too. And this is a multi level-"

**Freddie:** Is Ron trying to scam Paeden?

**Anthony:** I don't care about money, I just like hanging out with you guys. Could you make sure they're not going to drive me back though?

**Beth:** Oh. Of course not. I mean, Paeden you're rich boy now and rich people can do anything.

**Anthony:** I'm not-

**Matt:** Do we roll to see if we eventually hear this conversation?

**Anthony:** Yeah. Why don't you roll perception?

**Will:** I rolled a 16.

**Anthony:** Oof.

**Freddie:** Nine.

**Matt:** I rolled a three.

**Anthony:** You rolled a three?

**Matt:** I'm in the [inaudible 00:57:00], I'm in the front, window rolled down, I'm hearing the landscape.

**Anthony:** So only Henry, you hear something back.

**Will:** Hey, Ron what's going on back there? Who you talking to?

**Beth:** I'm just practicing my rich voice.

**Will:** Your practice ... Oh, okay.

**Anthony:** He even gives you a surreptitious thumbs up like, "Nice. Fuck."

**Beth:** Yeah.

**Will:** Ron's practicing his rich voice, guys.

**Matt:** Okay. I would say that checks out.

**Beth:** I say, "I'm rich in family and friends." And I give Paeden a wink.

**Matt:** "Hey Ron, this one's for you." And I put on Money, Money, Money.

**Beth:** Yes.

**Matt:** Whatever that song's called.

**Anthony:** So how are you handling the approach to Neverwinter?

**Matt:** Okay. So what's the ... paint the picture of when we approached Neverwinter because actually forget. Is there like a gated city?

**Anthony:** Yes. So there's the gate that used to have the sign of the Doodler on it, but you can see from a distance that they just ripped it up. They didn't even rip it, down somebody just like fucking slashed at it with a sword or some shit.

**Matt:** Neverwinter was the one with a pyramid, that's what happened.

**Anthony:** Yes, correct.

**Beth:** Yeah.

**Freddie:** It feels like the right way to do this is to send an ambassador and then negotiate this out. You know what I mean?

**Anthony:** Like in The Fifth Element. Yeah.

**Freddie:** Like in The Fifth Element. You guys saw The Fifth Element, right?

**Matt:** Are you talking [crosstalk 00:57:57]?

**Freddie:** This is Glenn kind of looking in the distance like, "That was a good movie."

**Will:** Okay first of all, I have seen The Fifth Element and that movie's bullshit. There's way more elements than five elements and they're all specific types of building blocks of the natural world and so I just thought that-

**Matt:** But what's the fifth one? Because they don't say ... it's not just only five element, it's signaling out the fifth element.

**Will:** It's boron you morons. That's a little geology humor. It's not really geology humorous, it's just more like science humor, but that's a classic joke.

**Matt:** Wait, is that what the movie's about? Boron?

**Will:** No, I think it's about like ... I just remember Chris Tucker's in it. Anyway, so-

**Anthony:** I so badly want Paeden to sit up and be like, "It's love. The Fifth Element is love."

**Will:** Okay, so I do think we should approach with caution. It feels like maybe a disguise or two is in order. Point of order, how long has it been since we were in Neverwinter?

**Anthony:** It's been like a month basically.

**Will:** It's been a month. There's no photos, there's no security cameras or anything like that. Right?

**Anthony:** So on the road up to Neverwinter, you can see a bunch of wanted posters nailed into trees that are sort of poor doodles of all of you.

**Will:** Ooh.

**Anthony:** The one that is weirdly the most like accurate is Ron just because of his weird visage, it's just easier to sort of remember. But yeah, you can definitely see-

**Beth:** They're fans. They have posters up.

**Anthony:** It says, "Wanted Dead or Alive, 300 gold coin reward."

**Matt:** We can keep this beast running and maybe scream out to them saying we want to talk to the authorities and kind of parlay a deal here.

**Freddie:** Yeah. Call in like the chief of police or something and try and make a deal here.

**Matt:** Yeah, they don't have anything faster than a car so like-

**Will:** So we just kind of lay on the horn? That's what you're saying?

**Matt:** Yeah. Lay on the horn. Call the neighbors out. See what's up.

**Will:** I just feel like maybe that'll result in like a big ole army of people coming after us and attacking us.

**Beth:** I'm rich now and can afford fancy costumes. I am going to disguise myself as Paeden.

**Matt:** I'm just a little-

**Will:** As Paeden?

**Beth:** "Yeah. I'm gonna ... I'm going to ..." And then Ron turns to the backseat and then it's like trying to engage eye contact with Paeden while ... "Yeah. I'm going to pretend to be Paeden and I can actually do a really really good Paeden impression because I am an actor."

**Freddie:** If we could send in Ron as Paeden and then have him find the chief of police and then do that, that was probably be a little more low key way of doing it than just blowing the horn.

**Beth:** Well, you guys pretend to be dead and then they'll bring you in and you'll be right at the center of the action.

**Matt:** I mean look, we're a team here. So if you three want to do that I just want to know, is deception the key? I'm just a little worried about us being in the middle and being seen, whereas like, the goal that we want is very simple, which at some point they're going to know that it's us and we're going to have to deal with giving them some money and then hiring people here. It's a very simple question. Do we want to call them out here to talk to us or do we want to risk going in there talking to them? And if we're going to go in there talking to them, do we want to disguise ourselves or send somebody?

**Freddie:** Glenn has a spell called disguise self.

**Anthony:** Oh, oh.

**Freddie:** I could disguise myself and like stroll in and be a sort of third party emissary.

**Will:** I think we should do what I believe the teens call a vibe check. And so-

**Freddie:** Fuck off.

**Will:** I would suggest that ... it sounds like Glenn has a way of disguising himself and could maybe do like a vibe check on the town and maybe you contact the chief of police and be like, "Hey. I'm an emissary, I represent the dads, they have a bunch of money." And then once we get a little initial recon info from Glenn, we can figure out a next step in terms of how best to handle the Neverwinter situation.

**Beth:** Okay.

**Matt:** Okay. I'll admit I'm a little concerned that Glenn's going to get captured or something and-

**Freddie:** Well here's what I'll do, one of you guys give me your phone and if something goes bad, I'll send a text message saying like, "Shit got rowdy."

**Matt:** Where's your phone?

**Freddie:** I love that rowdy. Well mine ran out of batteries.

**Beth:** You can have mine. Just don't look at the text messages or the photos.

**Will:** Henry has a pair of those Apple AirPods, so I give them to Glenn so that we can be on speakerphone with him and he can tell us what's going on.

**Anthony:** Perfect.

**Matt:** Great.

**Anthony:** Preventing this from being a podcast where one guy talks to one guy.

**Will:** Glenngeons and Dragons.

**Matt:** All right.

**Freddie:** By the way, I just rolled a 10, so the phone stays on.

**Anthony:** Okay. Cool.

**Matt:** All right, I'm down for it. Let's ... I think maybe give you one of our gems so you can show you know that we did indeed come into some wealth, and do your best to kind of get safe passage to go talk to them.

**Freddie:** All right.

**Will:** Okay.

**Matt:** I know. Matt's worried. Matt's like, "We could just honk and they'll come out, but let's do it."

**Anthony:** All right, so what do you do? Talk me through this.

**Freddie:** I'm gonna cast disguise self. Disguise self lets me to make myself including clothing armor, et cetera, et cetera look like someone else. I've gotten a lot of costumes I can piece together bits and stuff of cloth and what have you and I would like to look like a standard average traveler entering the town.

**Anthony:** Okay.

**Freddie:** [crosstalk 01:02:29] a question, in terms of a man of means, like a guy with a little bit of wealth, what's the foot traffic like going in and out of Neverwinter?

**Anthony:** As you approach on foot, the drawbridge lowers and you see a couple of small caravans of like some haggard looking families leaving, seemingly having packed up all of their shit and trying to go somewhere else. You see like one or two mercenary looking dudes walking into the town, kitted out and far more armor than the person should have on a normal day. Maybe being what you know, they're going to try their luck against the thing inside the pyramid.

**Freddie:** Oh it's like become like a depot for adventurers to try and hit the pyramid?

**Anthony:** Yeah. It could be.

**Freddie:** Interesting.

**Matt:** All right, I'm gonna go grab drinks for all of us so we can have some drinks and listen to Glenn. So I go into the back and I open the trunk.

**Anthony:** So roll perception with advantage.

**Matt:** Fifteen. Oh, plus ... what? Perception?

**Anthony:** Oh shit. Okay. So you see. As you open the trunk of the Odyssey, you see a rustle of clothes and something move beneath all of those clothes like there's something in the trunk.

**Matt:** Guys. There's something in this trunk.

**Will:** A thief.

**Matt:** An animal? It's pretty small. Pretty small thief.

**Will:** Okay well, maybe. See what it is.

**Matt:** All right. I lean ... I go very slowly, "Hey, whoever's in there. If something's in there watch out. I don't want to hurt you."

**Anthony:** Darryl blindly stabs the blanket. Whatever's in there is just frozen completely.

**Matt:** Oh, I guess there's nothing. I wink at Henry.

**Will:** Henry gives Darryl a thumbs up.

**Matt:** What do think I'm going to do? What do you think I'm going to do?

**Anthony:** The same thing that happened last time you thought somebody was hiding [crosstalk 01:04:03].

**Matt:** No. I thought that too but ... believe me, I want to do that but he doesn't know it's Paeden, so I'm not going to hot box what could be an animal or a thief. So I lift up the blanket.

**Anthony:** So you see Paeden frozen there like.

**Matt:** Paeden. Guys, it's Paeden.

**Anthony:** You can't see me.

**Will:** Paeden. What on Earth are you doing here, young man?

**Matt:** No, we see you.

**Anthony:** It's an illusion, it's an illusion.

**Matt:** I pick him up. "Everybody see him?"

**Anthony:** God damn it.

**Beth:** It's Ron.

**Anthony:** That's right. It's me. I'm Ron Stampler.

**Beth:** And I'm Paeden.

**Anthony:** An emotionally detached step dad.

**Matt:** Wait Ron, did you know he was in there?

**Beth:** No. I'm-

**Anthony:** I don't know anything, I'm Ron.

**Beth:** I'm Paeden.

**Anthony:** I'm on my own all the time.

**Matt:** Look, we'll talk about this later. I'm very disappointed in you.

**Beth:** You're so strong, Darryl.

**Matt:** I'm disappointed in you too, Ron. You knew.

**Freddie:** I want to hear more of Beth's Paeden impression.

**Anthony:** I'm going to go hide in my pants. I'm Ron.

**Beth:** I'm going to be a fortunate foster child.

**Matt:** Glenn here is about to risk his life-

**Beth:** I'm fortunate to have found you.

**Matt:** Ron.

**Beth:** Darryl.

**Anthony:** I did say that.

**Matt:** All right. Well Paeden, come up here, don't hide in the back. We'll talk about this later.

**Beth:** Okay.

**Matt:** But Glenn's about to ... Ron, please stop being Paeden.

**Anthony:** I think the gig's up, Ron.

**Beth:** Okay. We did give him a run for his money.

**Anthony:** I feel like you were a better me than I was you.

**Matt:** Glenn, sorry. You must be very stressed out right now. You're about to go in the lion's den.

**Freddie:** I can't hear because I'm playing the Limp Bizkit remix of the Mission Impossible theme in my earphones.

**Beth:** Oh my gosh.

**Freddie:** I'm rocking out too. I'm like, "Yo, hey." I take off one ear, "You know, Fred Durst gets a lot of shit, but this is a fucking great song." Oh, are we going? Are we good? Okay. All right.

**Matt:** You're ready to go.

**Freddie:** I've disguised self.

**Anthony:** Okay.

**Freddie:** I'm gonna approach the gate. I'm gonna grab onto the posters of the dads on it, just to have me as I'm walking through the gate.

**Anthony:** So you walk through the gate and one of the blue coats at the entrance to the city pulls out a hand to stop and goes, "What is the business here?"

**Freddie:** "I'm inquiring about ..." Oh, I can do a cool voice now too. "I'm inquiring about the nature of this bounty."

**Anthony:** The weird dads? Yeah.

**Freddie:** Indubitably.

**Anthony:** I mean, they basically killed a bunch of people here. So if you want to like find them and bring them in, that'll ... we'll give you-

**Freddie:** I'd like to have a word with your guard inspector about the nature of this bounty.

**Anthony:** Boreanaz? Yeah, yeah. I mean, Boreanaz is up in the bluecoat precinct.

**Freddie:** Ah. Indeed. Indeed.

**Anthony:** Oh, he's that way. Oh, yeah. You can go talk to him.

**Freddie:** Oh, thank you.

**Anthony:** You seem fine.

**Freddie:** Thank you.

**Anthony:** You seem cool enough.

**Will:** Hey, Glenn. This is Henry. You're doing great. Just keep it up. You're doing a really good job.

**Freddie:** So guys, you heard that right?

**Anthony:** Roll deception.

**Freddie:** Just so you know what the mechanics are for this, to discern that you are disguise, a creature can use its action to inspect your appearance and must succeed on an intelligence investigation.

**Anthony:** Then nevermind because he had no reason to believe you were lying.

**Freddie:** Right?

**Anthony:** So He's not gonna investigate you.

**Matt:** I bet Boreanaz will.

**Freddie:** But Boreanaz will.

**Will:** We'll find out.

**Anthony:** As you reenter the town proper, you see most prominently by far the massive pyramid that you sort of spawn into existence by throwing the beans the last time you were here. You see a bunch of like construction scaffolding and stuff like they were trying to maybe destroy the pyramid, but it feels like it's not working because there's no cracks in the pyramid or anything like that. You see some people being carried out of the pyramid on stretchers-

**Freddie:** I flag down a nearby local looking person.

**Anthony:** Okay. You see an old woman.

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

**Anthony:** What want ye, newcomer?

**Freddie:** This pyramid, I've heard tell of it in the tables across the land.

**Anthony:** Yes.

**Freddie:** To what degree is this a nuisance to this down? How do you feel about it? Like I'm trying to get like what they call a vibe check, if you will.

**Anthony:** My vibe is that it's a pain right in the taint. We had-

**Beth:** Oh my gosh.

**Anthony:** Pain in the taint is a much better turn of phrase. Paint in the taint has a little rhyme to it.

**Freddie:** It's quite Emily Dickinson, isn't it.

**Anthony:** Yeah. What a coincidence, that's my name.

**Freddie:** Emily!

**Anthony:** Yeah. We had this nice community going, we all believed in this one thing in bringing it back and changing the world and everything. Everything was great. And then this pyramid came out of nowhere just randomly, just like a roll of Destiny's dice in it appeared on our doorstep and killed Like you know a couple hundred people and now we've got adventures coming-

**Freddie:** A couple hundred people?

**Anthony:** Yeah it's very large.

**Matt:** Darryl makes the sign of the cross and he starts praying.

**Will:** Henry turns pale. He had not considered how many people were in the tower that got crushed.

**Anthony:** Some people tried to make lives for themselves but with this big thing in the center of the town, it was this constant reminder of the people they'd lost, so we lost a lot of our population and-

**Freddie:** What has the local government done about it?

**Anthony:** Local government's kind of been in a shambles really. Boreanaz is sort of our Sheriff/ Mayor. He was leading us and attempting to bring back the Doodler and it kind of wound him because for a while they thought that the thing inside might have been the Doodler, but then it started killing a lot of people and we thought, "That's not what the Doodler does. The Doodler doesn't suck people's juices out through their noses, that's odd." He's kind of just been planning some other way of maybe bringing him back. I don't know. It kind of just broke him. He's just a shattered remains of what used to be a man, if I can be so bold.

**Freddie:** Hmm, very well. Thank you Emily.

**Anthony:** No, no problem at all.

**Will:** Oh, this is weighing heavy on my conscious fellow dads. The chaos the pyramid brought ... we kind of hightailed it out of there and I never really stopped to ... obviously we saw the effect that it had on Cern, but I didn't really comprehend how it had devastated an entire town. I know they were trying to summon a big bad monster it sounds like-

**Freddie:** Some Big Bad Voodoo Daddy.

**Will:** A Bad Voodoo Daddy is a word, but the ...

**Freddie:** I'm sorry. I just flashed back to middle school. Just awkward dances where it's like, "This is the thing we're all dancing to? Okay."

**Will:** I feel like since it was the forces of chaos unleashed by us that resulted in the devastation of this town and it was us coming into this world that's caused all these problems and then it was again the forces of randomness that brought this money to us, I kind of feel like we should give the money to Neverwinter so they can rebuild.

**Matt:** Darryl's like, "I understand where we're coming from Henry, but I ... One, I think that's about you trying to fix your own guilt. Let's not forget that when we came here they were literally having pits where they kill people. And two, it's like look, I have no problem donating some money but we got a lot of going on including going to another town that probably needs money because we've heard that Ravenloft's a terrible place. I don't think that we can just throw out our entire plan to save our kids plus take down an evil town called Ravenloft because we feel guilty about something that yes, we were a cause of but frankly was also pure chaos and fog of war and all that. It feels a little wild to get rid of all of our money. But hey, your split is your split. If you want to give it to them, you can."

**Will:** What do you guys want to do?

**Freddie:** Guys, hold on. I think we to pow-wow. I'm heading back.

**Matt:** You don't want to go to Boreanaz?

**Freddie:** I don't think it's going to do us any good. It sounds like the whole town is set up against us. I can't disguise all of us. It feels like I need to be able to negotiate.

**Matt:** Couldn't you just go-

**Beth:** We could send in Paeden.

**Matt:** Couldn't you just go talk to the mercenaries? Why do we need to talk to Boreanaz actually now that I think about it? Why don't you just go find the mercenaries and be like, "Hey. Come meet us outside of town." Let's go hire the mercenaries. Oh, here's a plan. Henry, wouldn't it make you feel better if we got rid of the big demon in the pyramid?

**Will:** That's true. That would be one way to help them.

**Matt:** And there's a lot of treasure in there.

**Will:** Yeah. Which they could use to rebuild their town.

**Matt:** Yes. And we would still get the mercenaries to go destroy Ravenloft and do a lot of good there and find our kids. It feels like we could all win.

**Will:** Okay, I could get on board with that, I think. As long as I don't think about it too hard. All right. Yeah. I would say then yeah, we should maybe steer clear Boreanaz and go contact the whoever is the head of the ... see if there's a mercenary guild we can hire and maybe we can meet with them outside the town.

**Freddie:** Okay, okay. Okay, okay, okay. I'm going to go and look for the mercenary guild like wherever the ... Is there a mercenary part of town or something like that?

**Anthony:** Yeah. So there's a mercenary company called Bad Dogs that are basically in the corner of town. They're one of the few places remaining and Neverwinter that feels as well put together as it was before. Everything else is in chaos. The Bad Dogs are a bastion of consistency amongst all this chaos. It's a very clean building, brutalist architecture, two guards standing outside looking very confident, great posture. The height of professionalism.

**Freddie:** They have brutalism but then-

**Anthony:** They do.

**Matt:** It's different though. There's a lot of dead bodies on walls and-

**Freddie:** Okay. So yeah, I'm going to go in and talk to whoever's manning the place.

**Anthony:** when you enter the Bad Dogs Mercenary Guild, there is a guy sitting at the front desk saying, "Hello. Do you have an appointment or?"

**Freddie:** Oh yeah. I was looking to hire some men of mercenary.

**Anthony:** Okay. Well-

**Freddie:** Your entire operation, in fact.

**Anthony:** Our entire operation? That's is a-

**Freddie:** I'd like to speak to your leader.

**Will:** As him how many mercenaries they have.

**Freddie:** How many mercenaries do you have here at this operation?

**Anthony:** At this particular branch, there are 100 of us but one of the great things about the Bad Dogs Mercenary Company is that we have branches all over clandestinely. This is the one place you can come and hire us, but we can assemble ultimately depending on when he wants to show up and how-

**Will:** This is like the flagship Whole Foods in Pasadena.

**Anthony:** Exactly. We don't like to say exactly how many of us there are, but I'm sure that whatever your needs are we can meet those needs.

**Freddie:** I represent a significant source of wealth and I'd like to hire many mercenaries.

**Anthony:** Okay. Let me go get my boss. Captain Cabbage Patch. And a seven foot tall beanpole of a man comes out with a pencil thin mustache. He says, "Benedict Cabbage Patch, nice to me."

**Beth:** Oh my god.

**Anthony:** That name was from Anton Wen, thank you for that name.

**Matt:** I hate that name and I hate Antwon.

**Anthony:** Well, his name's Anton.

**Matt:** Anton. Okay. Go Anthony. Keep doing your Benedict Cumberbatch-

**Anthony:** No, my name is Benedict Cabbage Batch.

**Freddie:** Benedict.

**Anthony:** Yes, Sir?

**Freddie:** Yes.

**Anthony:** I'm now realizing I share sort of the same voice as you.

**Will:** We've added a goofy accent to the atmosphere.

**Anthony:** To my repertoire.

**Freddie:** Benedict, Benedict, Benedict.

**Anthony:** Yes.

**Freddie:** I'd like to hire you for a significant amount of money. And you and your-

**Matt:** Don't say ... we're going to ... ask, say how many people we want.

**Freddie:** We want a lot of people.

**Beth:** Mention the money again.

**Anthony:** What kind of funds are we dealing with because we have a sliding scale depending on the severity of the need that you have of the mercenaries.

**Freddie:** "Well tell me what a lot of this buys." And I pull out the one piece of jewelry that you've given me to sort of show off.

**Anthony:** His mustache falls off. And he says, "Holy mother of ... That is at least 2000 gold coins worth of jewelry."

**Freddie:** Good eye, my man. There's quite a bit where this came from.

**Anthony:** I mean, that on its own could be 20 men.

**Will:** We should get an estimate on how much it would cost to assault Castle Ravenloft.

**Matt:** Also clarify, he's doing a quick trick where he just said a lie and he's going to make that normal. He meant 200 men if it's $10 per person.

**Anthony:** Oh, sorry. I did the math wrong. "They're 20 men."

**Matt:** Glenn, push back. Say you know how much they cost.

**Freddie:** I know how much these men cost.

**Anthony:** Ah, so 200. I just had to try and play hardball.

**Freddie:** I would like to take two estimates from you.

**Anthony:** Yes?

**Freddie:** How many men do you think would take to assault this pyramid in the town that's causing so much of a ruckus?

**Anthony:** Now the pyramid we have taken a very clear stance on, we are not going to invade the pyramid of our own volition. People have requested us, nobody's been able to afford our rates. We feel that a good clean 50 men could probably clear out the interior of that pyramid. I hold true to that and if I am wrong, there is no money back guarantee but I will be very embarrassed. That's the Cabbage Patch guarantee. You can hire my army of Cabbage Patch Kids.

**Freddie:** Well, but one of the jewels that I showed him was-

**Matt:** So, a quarter of a jewel?

**Freddie:** Yeah. Okay. And then what about if we were to mount an assault on Castle Ravenloft?

**Anthony:** "Castle? Castle what?" He grows a new mustache and [crosstalk 01:15:26]. "Castle Raven ... you wish to siege Castle Ravenloft in Borovia? Well, that would surely require at least ..." His mustache moves across his face, like migrates up his cheek around his forehead.

**Will:** The mustache gets off and starts writing equations on the wall.

**Anthony:** That's a difficult thing to predict because when you get into Borovia, that's a land of very dark magics which most people do not return from, but as the leader of the Bad Dogs, I have said no job is too terrifying and no rate is too terrifying. If we're talking about Castle Ravenloft, with the late Straud von Zarvich, that is a 30 story castle with parapets and a bridge only ... the thing about Castle Ravenloft, as a military man myself, there's only one point of egress. It is an island amongst mountains with only a small land bridge connecting it to the surrounding environments. So that's a very difficult place to assault. It's very easy to defend.

**Anthony:** If I had my druthers, and oh would I have my druthers, we would have people coming in from the sky, we would have people are sending from the back using picks to climb the mountain, we would have a main force along the thoroughfare trying to bash down the door. It would be ... oh, it would be glorious.

**Freddie:** So how much, baby?

**Anthony:** That requires around 500 people.

**Freddie:** How do we get this money into your hands then?

**Anthony:** We operate essentially on a 75/25 policy where you pay 75 of the funds up front to an Escrow which then releases to us-

**Freddie:** It's a literal crow.

**Anthony:** Yeah, it's a crow named Es. Ca-caw through the fucking window. "You give it to that Escrow and he takes it to a bank and they hold it and then the remaining 25 you pay after the fact, win, lose, or draw. The Escrow is to guarantee that if we bug out and don't do the job, which we would never do because we have 100% completion rate even if not at a 100% success rate, that you could get your money back from the crow.

**Freddie:** Hmm.

**Matt:** So, do we want to do the pyramid or do we want to just go straight for Ravenloft?

**Will:** I think we got to do both. I mean-

**Matt:** All right.

**Will:** We have $7,000,000.

**Matt:** Well, two point two, but yeah. Okay.

**Freddie:** All right. I think we got a deal. I think we should-

**Matt:** Ron? Ron, are you signing off?

**Will:** Ron, you're the businessman. What do you think?

**Beth:** Okay.

**Matt:** All right. Look, you got three yeses over here, Glenn.

**Freddie:** I want to put the money down to assault the pyramid.

**Anthony:** "Perfect. First, I'm just going to need your name. I need you to fill out this form." And so yeah, he hands you the form and the first thing it says is name.

**Freddie:** I'll put Stevie Nicks.

**Anthony:** Okay. So, he looks at that and he looks at your face and he goes, "You [inaudible 01:17:48] like much of a Stevie. Hmm"

**Freddie:** I say, "What do you mean? Stevie's a cool name." I mean, "Stevie's a cool name."

**Anthony:** Okay. There, with that definitely. Okay, so he's going to roll an ... what does he have to do? An intelligence check?

**Freddie:** The creature can action and inspect your appearance, an intelligence against my spell save DC.

**Matt:** You should've said a fancier name, Glenn.

**Anthony:** What's your spell save DC?

**Freddie:** It's 14.

**Anthony:** So he goes like, "There's something ... wait a second. Wait a moment, wait a moment." And then everybody back in the van, you hear static on comm and it suddenly went woop.

**Will:** Wait, what? Glenn.

**Anthony:** Cuts out.

**Matt:** Glenn.

**Will:** Glenn! These stupid AirPods. They short out every time. They're so unreliable.

**Freddie:** Can I do like a slinky like get away type of roll or something?

**Anthony:** Walk into the other room with me.

**Freddie:** Okay, hold on.

**Will:** What is happening?

**Matt:** Clearly he's got caught, but we're not supposed to know what's happening because ... yeah, we wouldn't know. So I can narrate for the audience, Anthony has literally snuck into Freddie's bedroom and now they are talking about what happened between Glenn and the mercenaries. So.

**Beth:** They come back and be like-

**Will:** All right. They're back.

**Beth:** You're like, no.

**Anthony:** So yes. Freddie will email me the results of his roll.

**Freddie:** Okay.

**Anthony:** So we'll keep that away from everybody else.

**Freddie:** Okay.

**Will:** All right. So the static cut out in the van?

**Anthony:** So static cut out and after-

**Will:** All right. What happened to Glenn? Glenn, are you there?

**Anthony:** Paeden's like, "I can go out and get him. Do you need me to get him?"

**Matt:** No, no, Paeden, stay right there.

**Will:** No, no, Paeden. Stay where you are, stay where you are. Everybody stay calm.

**Anthony:** So after what feels like way too long of like waiting and keeping you in suspense, you hear fists beating on the door-

**Will:** Of the van?

**Anthony:** Yeah.

**Freddie:** Guys.

**Will:** Glenn.

**Matt:** Glenn. Oh my god.

**Will:** What happened dude? The AirPods cut out, we lost contact.

**Freddie:** Oh yeah man, you got to charge these. So good news and bad news.

**Will:** Okay.

**Freddie:** They know who we are. That's the bad news.

**Will:** Shit.

**Matt:** Yeah. I expected that would happen.

**Freddie:** But the good news is since they're dirty mercenaries, all they care about is money. So we just got to pay a little bit extra they'll keep their mouth shut. [crosstalk 01:19:37] We got plenty.

**Will:** So what did you-

**Anthony:** I rolled high. I rolled high.

**Will:** You rolled high. Okay, okay, okay.

**Anthony:** Anyway, yeah. They just want that down payment. They got the Escrow here to take it we're ready to assault, so where are we keeping these things? It's in the back, right?

**Matt:** How much are they going to take for it?

**Freddie:** They just want three jewels.

**Will:** Three Jewels?

**Matt:** For everything?

**Will:** Dang Glenn. Good job, man. Wow. Henry's genuinely impressed that this went well.

**Freddie:** So, I'm gonna walk to the back and like knock on the back to like, open the trunk.

**Will:** All right. I guess open the trunk for him.

**Freddie:** Which you can do automatically. There's a button to your left if you're in the driver's seat.

**Matt:** I know how the Odyssey works. I roll down the side window by accident first and I go, "Oh shit."

**Freddie:** No, you probably open the side door accidentally because those buttons are next to each other.

**Matt:** So do we all need to go? What's the deal?

**Freddie:** No, no, guys. I got this. I'll be the sort of representative of the group. So I'm going to get the jewels and walk away.

**Will:** Okay, well ... all right. Let us know how it goes, I guess. Do we wait here? What do we do?

**Anthony:** And then moments later ...

**Freddie:** Guys, you got to let me in. Guys, they're onto us. They figured it out. They figured it out. We got to go.

**Will:** Glenn, we just saw you. What happened?

**Freddie:** What do you mean you just saw me?

**Will:** Glenn just knocked on the door.

**Anthony:** As you say, "I just saw you" your phone rings.

**Will:** No!

**Beth:** No. Is it my phone?

**Anthony:** Yeah, Ron. Your phone rings.

**Beth:** Ron's phone, Ron speaking.

**Anthony:** Thanks for the jewels, suckers.

Maxton Waller: It's going to be all right. It'll be all right because that's just life. Even if you die, it'll be all right. It's going to be all right. It's going to be all right. It'll be all right because that's just life. All you do is try and it'll be all right.

**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. Thanks this week to Eileen Klaus, Paul Kravasciae, and Anton Wen for their contributions of names that we used in this episode. Special thanks also to our Patreon supporters, Maria Laredo, Fred Jenyay, if you're French, if you're not French, I'm definitely pronouncing that wrong. Matthew Nolan, Jeffrey Harris, and Murry M. Moss. Just one of the many people putting the team on their back and helping support this podcast to our Patreon which is at patreon.com/dungeonsanddads.

**Freddie:** Now our Patreon folks already know this, but as you heard at the top of the episode our merch store is now finally open. Yay. We have a selection of five fine enamel pins for sale now at dungeonsanddaddy.com or if you prefer Ron.business. We got a rocks rock pin, a hot dice flaming D20 pin, thing of Ron hiding in his pants. Why are you still listening to me describe things? There are pictures. It's so much easier to just look at the pictures. You can see those pictures at dungeonsanddaddies.com and click on the merch button at the top of the page.

**Freddie:** So if you want to support the podcast but aren't ready to commit to a monthly thing like the Patreon, have a look at our merch store and see if there's anything there that tickles your fancy. We are @dungeonsanddads on twitter, bit.ly/dungeondads for that private Facebook group, r/dungeonsanddaddies for that subreddit. Next episode is coming at you December 10th. Happy Thanksgiving to all the Americans listening and to all the Americans listening, if you have a frozen turkey, it's like Tuesday. You need to be ... you need to be defrosting that like yesterday. You got to get on that, come on man. In any case, thanks for listening. We'll see you December 10th.

Maxton Waller: There was a time when you could read between the lines you know they never brought you down. Never brought you down.

**Freddie:** Maybe we should also kick some to start like an orphanage for all the-

**Matt:** Yeah. "Glenn. Right here, man." I go for a big hug.

**Freddie:** Yeah, we could call it the Glenn Close Academy for Needy Children.

**Matt:** You know that's fine. It was your idea.

**Freddie:** And there can be a big statue out front of me like wailing on the guitar and then kids will be like, "Oh, what's that instrument?" And then, all the kids, they have to sign a contract which says that I get a portion of any royalties they eventually receive.

**Anthony:** Okay. Erin and Anthony both say, "So what do you want to do?"