

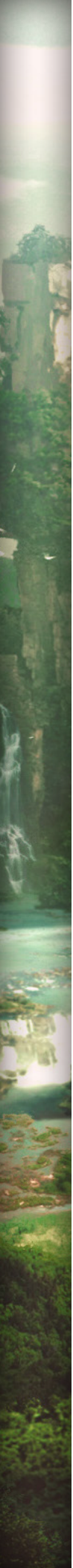
A vibrant, fantastical landscape featuring a winding river with turquoise water, lush green vegetation, and towering, moss-covered rock formations. Waterfalls cascade down the cliffs, and the scene is bathed in a soft, golden light, suggesting a sunrise or sunset. The overall atmosphere is one of a magical, ancient world.

DUNGEONS & DADDIES

* NOT A BDSM PODCAST

Daddy Master & Edit Notes

S2 EP 18 – GRAND THEFT GATO



Dorito DeVito, who has the key to the Pussy Wagon, sleeps in special quarters, guarded by Calzone Carbuncles, rounded pockets of dough with burbling, pulsating boils under their flaky exterior. They can pop one of the boils and send a jet of magma-hot pizza sauce to melt you. Dorito has his food sent to him by kitchen staff.

Dorito sleeps in his quarters until a delivery order is made, then he goes from the quarters to the kitchen, picks the orders up, and heads through the kitchen to the Pussy Wagon. Once there, he unlocks the door with his key, flanked by the Calzones, who stay there while he heads into the garage. Upon returning, Dorito comes back in, and is accompanied by the Carbuncles back to his room.

Every 24 hours you're in this world, you have to roll and lose a memory. The better the roll, the more inconsequential the memory.

NORMAL HAS TO STOP BEING SO PREOCCUPIED WITH HOW OTHERS THINK OF HIM. HE WANTS APPROVAL. CAN YOU MAKE HIM EMBARRASS HIMSELF.

The equipment room has items to be looted, and also has THE CORPSE OF A DOMINO'S DELIVERY MAN, still in his outfit.

PATREON ITEMS

From David:

Clearasil. It is a ring-finger-sized tube of pimple cream that, when applied, will cause that limb (Head, arms, legs, chest etc) to disappear until it is either washed off, or after 1 hour in-game. Tube has enough pimple cream to be used 6 times (alternatively, for Anthony's sake, roll a 1D6 and if you roll a 1, you have used up all the pimple cream on that extremity).

From Josie:

The "Human" Gun. A gun that shoots out Humans. The ammo used is bits of human (fingernails, hair, skin, ect.) and the gun shoots out an identical copy of the human whose bits were the ammo as far as appearance. The Human shot out has a range of 200 feet (the same as the longest human cannonball flight) and deals 1d10 force damage to the creature or object hit. The Human shot out cannot be hurt while in flight. For stats of the human shot out counts as a medium construct with 6hp, a 10 for ever stat, speaks the languages of the human whose bits were used, and knows nothing other than it was just birthed and is hyper aware of its own mortality. After ten minutes the human shot out will dissolve into a pile of whatever kind of human bits was used as ammo. The gun does not work if the ammo is from a non human. If the ammo is from a creature that is only half human, instead of shooting a copy of the creature a flesh golem with only 10 HP flops out of the gun directly in front of the shooter that is hostile to the shooter but will dissolve in 15 seconds.

From Silke:

Night cap that lets whoever is wearing it make someone else sleep.

Audio Edit Notes

Title and Intro Notes (Ester)

While I've taken over all of the sound responsibilities for the main episode, the Intro is still Freddie's playground. Outside of my brief appearance as Rupert Gunderson (the Dad that never was) in Season 1, I haven't touched them.

Until now!

The original concept was for Lincoln to do a trailer summary of the previous episode, including voicing the music and sound fx. Then we turned that into making it a clone of the *Oceans 11* trailer. Matt sent me takes and I sent him some direction to keep them vocally distinct.

The idea being that:

- Lincoln watches a lot of violent action films with Grant.
- Taylor was Lincoln's idea of a whiney anime protagonist,
- Scary was Lincoln's idea of the most badass of action heroes,
- Normal was honestly just Normal,
- and Hermie... well that speaks for itself.

We kept adding to this thing, it went through upwards of seven rounds of notes. More music, more sounds, swap some music, more sounds; I swapped the sounds to be Pizza Shop related. There were music cues we really wanted to hit and simply could not find, so we had to make some workarounds.

In the end it came together. With Will running Fetch Quest and Matt running this, now I just need to work one-on-one with Beth on an audio thing.

Episode Notes (Ester)

Episode 18 was the second episode of the Batch Record!

Music was the backbone of Episode 18's sound. Between the music references, the chase sequences, score, and the end of the episode, I pulled from a number of sources to bring this together.

And so many things happen! The team finally gets a nap, the adults behave badly, there's the report from home, antics in the new Pussy Wagon, The City...

Bringing this to the main feeds was a rare Matt/Ester team up. Freddie was at a conference, Beth was in New Zealand, and Will had life stuff. I got a quick round of notes before Freddie left, but Matt and I were up late into the night putting the final touches on the Intro and Episode.

-Ester

Timestamp Notes

1:29 - Sometimes a joke or response takes a second to land, this is an early example where I tightened things up.

8:25 - The track "Giorgio by Moroder" from Daft Punk's album *Random Access Memories* rules and you should listen to it. Such a great piece of audio storytelling.

13:33 - Freddie's hiccups are a favorite reoccurring event throughout RocketJump's podcasts, but we recently had an ongoing gag with them so I cut this current bout from this episode.

15:58 - Just had to remove "diddling that" from the main episode, you're welcome.

20:24 - If you aren't familiar with DnD and are wondering why they still can't cast spells, DnD characters have a certain amount of "Spell Slots" (based on their Class and Level). Once you spend them all, you don't regain them until you have a Short Rest of one hour (for Scary, being a Warlock) or a Long Rest of 8 hours (for Normal, Taylor and Lincoln).

27:36 - The first return of the Willy/Scary theme! I aim to save it for significant moments between both Willy and Scary so as not to overuse it. Both of their little laughs at the end of this interaction crack me up.

40:55 - This is one of a series of portal noises I built when they first came to Earth. Most of the time I keep FX and music I pull for an episode in that episodes folder, but if I think something will be a reoccurring element I'll keep it in its own folder.

42:06 - I shuffled a number of things following this timestamp. The players were deep in character, which is great, but a few threads hadn't been resolved yet and I didn't want the scene to lose focus.

43:47 - These behind the scenes talks will always get cut but I find them really interesting.

44:46 - You'll quickly notice that this Marco conversation didn't make it into the final cut. Anthony covers aspects of this episode that were totally off the cuff in the matching Teen Talk episode. A bit from it does make it in as the Easter Egg though!

48:28 - I shortened this pause a little for the Uncut so you still get the authentic experience of Anthony checking his notes without having to wait too long.

50:10 - None of this Willy stuff was originally planned, but after the third call Anthony knew he had to follow the comedy.

I saw a lot of comments about the phone switching to speaker. I used the same core pieces of my phone FX chain with two different plugins on the end. The priority was to keep them distinct and clear, it took some hunting but I finally found a combination that I liked.

54:54 - Taylor often speaks in a low voice, on my final pass I try to turn sections up or down to create an even listening experience (particularly for those in cars)

57:54 - I tried to combine all of Willy's parts, all of Taylor's Mom's parts, etc. to keep things from jumping back and forth too much,, but the original flow ended up being pretty necessary for the scene to function.

1:05:30 - I cut Lincoln/Matt requesting that the group talk out a plan. Every Teen (including Lincoln) tends to jump into action without consulting the others, and with the Human Gun bit at the end of this episode it felt like the kind of thing that would spawn a ton of online comments.



1:09:45 - The drum music I used for Papa John's camp ended up fitting the tone and pace of this scene perfectly. Gotta love it when music just works.

1:19:38 - Several of the players use DnD Beyond to roll dice, which lets Anthony see the results on his end.

1:21:53 - There's so much description here that I wanted to find a great escape track to go with it. I focused on things that sounded like they could be in a *Studio Ghibli* film and landed on this one. The track's name even references cats; it was meant to be.

1:24:53 - They don't say this in the episode, but Anthony is making a reference to yet another Batman villain, The Scarecrow.

1:26:15 - I marked this whole bit in purple and spliced it into Sparrow's conversation earlier in the episode. It left a few tricky holes but by the end of the episode I had everything I needed to keep things flowing.

1:29:58 - This item ended up being overpowered for the way this group plays, Anthony adjusted it on the fly and I kept the mention of it being altered in the final episode.

1:36:25 - *The Black Parade* and *The City* descriptions happened in a number of chunks, I tried to take the best of the bunch to stitch into one description.

1:39:33 - I don't know if Anthony played the first note of Black Parade for the actual room, if he did the mics didn't pick it up. But I had our assistant editor (who is also a musician) Travis Reaves play the opening and pitched it to the team.

We didn't want the song to give the joke away, so I had Travis play the first note separately so that the rest could come in on a delay once everyone realized what Anthony was doing.

For those of you who don't understand the reference, this is the opening of My Chemical Romance's album *The Black Parade*. It was extremely popular in the 2000's, and if you've never heard it you can call everyone who laughed at the joke a boomer to take some power back.