

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 magical or otherworldly setting.

DUNGEONS & DADDIES

* NOT A BDSM PODCAST

Daddy Master & Edit Notes

EP 44 - DECK PICKS

- 59:30 Matt long conning all of us by earnestly arguing the point he previously argued against is a powerful grudge to hold.
- 1:03:43 As noted on Talking Dad, Glenn would've asked for his wife back. It's interesting to see here that we are all convinced that Anthony's going to bring Ron back. The long preamble and music choice here I think works because it makes sense for either choice Mr. Moustache could make.
- 1:15:42 Anthony has admitted that he's basically describing exactly how he dressed in high school.
- 1:21:46 Somewhat similar rules lawyering happening here. The large points to hit here is our uncertainty for changing an event into the far past. Recorded a quick pickup with Matt reiterating that particular angle for the argument (as his understanding of the effect of the cards in this moment is faulty, and he expresses "changing things in the far past is a bad idea" a little bit later anyway during this discussion).
- 1:24:06 As near as I can tell, the answer to Well Actually's interpretation if somebody can reroll their Wish 1d3 is that the context of Wish itself is usually happening during high-level combat, and as such the timeframe for a Wish reroll would cover the most recent round of combat, including the caster's previous rolls. As the Moon card invokes the ability to use Wish and starts off with a roll to see how many times you can cast Wish, it's not entirely clear whether or not this is part of any "round," and Matt's interpretation doesn't take into account that this roll is happening outside of the usual contexts described in the text of the Wish spell itself. A larger solution for clarity would be to simply note in the Moon card text whether this roll counts or not, but having the 1/3 chance of not being able to cast Wish at the very least introduces a "push your luck" mechanic into the proceedings. I also screw up my interpretation of how necrotic damage works - that only invokes when you cast other spells.
- 1:38:01 Glenn's reasoning to not push his luck is removed in order to maximize the karmic impact of Glenn's eventual draw.z
- 1:33:24 Will's string of logical deductions here is important in case you, dear reader, ever find yourself in possession of magical wishes.
- 1:36:31 A slight alteration of recording from my side and Will's reads to state the wish as specifically Ron Stamper "has always" hated seaweed snacks. Of course, this would technically change the probabilities with the card draws, but there's only so much we can do during these remote records!
- 1:38:17 Any section that's rewriting history/flashback gets fed through a heavy reverb bus, and any of our meta laughter or meta commentary bits (such as Matt's joke that he does the opposite of whatever Ron does and our subsequent laughter) play dry to try and signal they aren't part of this "rewriting" of history.
- 1:40:49 A little of rules adjustments for time travel here just for simplicity's and comedy's sake.
- 1:42:54 The speed at which Henry figures out Hitler is still alive is one of my favorite moments in this entire podcast.
- 1:52:35 Will's plan essentially is "My OP mom saves us."
- 1:56:19 The rare sound of Anthony pounding furniture. A brief glimpse at another option, but we coalesce quickly to how the episode will end.
- 1:59:12 Our raw reactions after that episode.

