

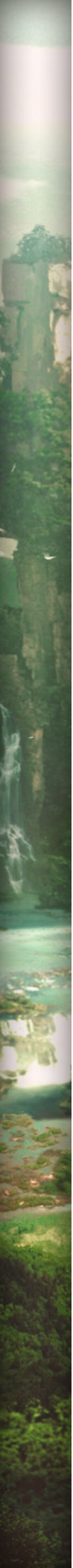
A vibrant, fantastical landscape featuring a winding river with turquoise water, lush green vegetation, and towering, moss-covered rock formations. Waterfalls cascade down the cliffs, and the scene is bathed in a soft, ethereal light. The overall atmosphere is one of a magical, ancient world.

DUNGEONS & DADDIES

* NOT A BDSM PODCAST

Daddy Master & Edit Notes

EP 66 - FENDER GLENNER



almost exactly 15 seconds for real.

1:18:57 - Matt is wrong here - just because you don't know a language doesn't mean it won't work.

1:21:15 - Some finagling here to incorporate Anthony's use of Legendary Resistances (which we do actually encounter briefly earlier in our entire adventure). From a DM/gameplay perspective, after everything was rolled, he wants to set it the trade off as, essentially, "lose Glenn, but you also remove 2/3 of his Legendary Resistances, which he won't get back." However - the question from an edit/dramatic perspective is when do you reveal he's using these Legendary Resistances? If he reveals the first time Glenn Feebleminds him, it completely takes the air out of this second roll with Ron's moves because you'd know it doesn't matter if they succeed. But since the way they're playing it is frantic and intense, it makes more sense to have Feeblemind fail for "some reason," and quickly get to this second roll, so the tone and tension is still there, and then explaining the mechanic AFTER all is said and done. I also record a quick pickup of a confused "what?" when my spell fails to (hopefully) bridge that transition, and I think the franticness of the players properly established allows the audience to buy that people aren't in a mindset to challenge him and are more concerned with their character sheets in front of them and what they'd do.

1:26:28 - The pickups for this section (Anthony saying he's Legendary) are recorded at the top of the next episode, so you'll hear that in the next uncut.