

Daddy Master Notes

This is another "player driven plot" episodes, so Anthony's role as a DM here is to roll with the punches.

Audio Edit Notes

Title and Intro Notes

Definitely wanted a Glenn-focused intro on this one, and the idea of us getting two "layers" of reality (in one, the ad that does the lifting of summarizing what happened last episode, and in another the reality of two people sitting around in a room scratching themselves and listening to an ad) was very funny to me. The intro itself was a very late game idea from Matt as we floundered to try and find something that summed up the events of the last episode.

Episode Notes

Ron's extended therapy session is included here at the top of the episode per player request (so the previous episode's easter egg eets swapped). Most notable thing here is the cutdown of the chaos after Power Word Kill. Everyone came back with "it feels too fast," and it necessitated a full start-from-scratch re-edit of that segment. It's complex enough that I think it's a good video explanation (which I'm aiming to do for the wider Patreon audience soon), as I think it effectively illustrates the question of how much of the dead space between dice rolls do you show. The conclusion was: you need to show it if that space is contributing to a feeling, be it of anticipation, dread, or, in this case, chaotic panic.

Timestamp Notes

- 0:13 Matt coming in hard and strong and then meekly asking to roll dice is very funny to me.
- 1:08 Sting being "good at sex" is a very Gen X/old Millennial thing to bring up.
- 6:28 There was some gastric distress as Beth did not realize Thai Mango Sticky Rice uses a lot of condensed milk. And also it's not just the lactose, Beth is well aware of Lactaid and it doesn't work for her.
- 7:36 Small section here removed with identifying information from Anthony as he is trying to deal with another thing going on in his life, which is trying to get his cat fed via an app.
- 12:50 We had previously discussed, for about an hour, our "plan" for this episode, as players. This particular change up ended up being the better way of doing it given the character death at the end of the ep.
- 27:13 Everything I'm saying about car maneuvers is 100% accurate here, just in case you were wondering.
- 47:13 A bit of finagling here in terms of establishing what's happening with Climaxions (this gets put at the top of the edited ep as a sort of "here's a summary of what happened last time")
- 1:03:31 The Glenn monologue trimmed for impact.
- 1:10:56 Anthony acting as Erin acting as Willy is very good here, and we should've sensed it! And Will S is the item!? Come on, players.
- 1:15:33 I 100% mishear Anthony and only roll 4d4, and he's so nervous that he completely misses me misrolling. At 111 HP, 6 + 7 damage puts me at 98 HP.
- 1:17:17 The second count ends up being unnecessary, so the edit was to simply go from my decision as the other dads flail for a solution. Weirdly, the fast count, with Anthony "correcting" Will puts his first count at

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.