

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 55 - MARK! A VAGRANT

Daddy Master Notes

Anthony was relying (rightly so) on good ol' sibling energy to help drive this episode.

Fight against Well Actually alongside Mark Likely?

Mr. Mustache runs in to save Ron?

If the paladin spell goes wrong, Well Actually becomes Simp Likely?

Is the whole episode just a fight? Probably shouldn't be, right?

What else is it, then? You have to convince WA to become SL again and accept the spell?

Death Tyrant -- show them the skill sheet

Mark Likely has to convince them to stay because.....why? They'll need her help in the coming fight against the omegadaddies?

Jodie has the spell CEREMONY which should change Well Actually. But maybe he has to be more wounded for it to work properly, and can attempt it multiple times or something

Audio Edit Notes

Title and Intro Notes

Will's proposed episode titles, aside from the one we used: "A Scammer, Markly," "Good Well Hunting," "A Cure for Wellness," "The Good, the Bad, and the Likely," "A Likely Story," "Oh, Hi Mark!"

This title is a reference to Hark! A Vagrant, a very good webcomic by Kate Beaton.

A fairly easy intro this time around - as Watchmen's been namedropped, taking the Rorschach monologue and applying it to Well Actually felt like a nice way to recap while still playing in his world, so to speak. The ad lib on components is 100% an Anthony creation in the moment.

Music-wise, wanted to go for a thing that was kind of in the realm of the monologue sequence in the Watchmen feature film.

Episode Notes

Maybe one of the more challenging episodes to edit simply due to the incredible complexity of having two special guests (for whatever reason, this one required the most listen throughs from beginning to end) Approximately a full hour of material has been trimmed from this one. Due to the record length, fun bits and jokes got trimmed as well (usually, so long as the group has a reaction, nearly all jokes stay but in this case, the goal was to get to the fight as fast as possible just after the ad break).

We also continue to experiment with kerjiggering initiative to try and make it flow better for our conversationally driven shenanigans. I would say this episode is a mixed success - while we were able to avoid the feeling of waiting for one's turn to chime in, doing this experiment during a fight with a monster who has legendary actions was probably not the best idea. The legendary actions popping up had the unfortunate side effect of really confusing most of us as to exactly where we were on the turn order (Matt especially, who after record was convinced we skipped an entire round). Our conclusion here is that, although we mostly got things "correct" for how we laid out the rules (minus the final round, where a number of us take extra turns), the divvying up of things into blocks of initiative order may simply be too complex, or at the very least, too complex for a situation with two extra guests and a legendary monster.

Incidentally, this approach to initiative order does work in the Star Wars TTRPG system, which is where we got the idea from. It very well might work much better in a smaller combat scenario. Regardless, the hunt for an improved initiative approach continues.

This episode was also subject to some significant reordering within logical conversation blocks, just to ensure clarity by bringing topics closer together as they're being talked about. The fight as well lost a few inconsequential player moves, as fortunately they happened to coincide with moments where the turn order got confused and one of us did a move that shouldn't have happened in the first place.

Anthony's notes about where Well Actually's health is may be inadvertently responsible for, according to him, his biggest DM regret at the moment which was not having Darryl simply kill Well Actually after the botched Ceremony attempt. That he was tracking Well Actually's health aloud meant he would've required to explain he was explicitly cheating the health in order for that outcome to occur. These references to the HP are removed from the podcast, as it is essentially inconsequential to the sequence of events, and provide for no real benefit aside from removing any suspense from the proceedings.

Matt as a proper rules Barbarian (not totally, of course - we use the intro to handwave the chainmail thing) resulted in a lot of extra googling to figure out all the weird specific rules around his double attacks, Tavern Brawler, grappling, etc. We of course let the spell he casts work out fine as he is essentially removing himself from combat.

Incidentally, given the vaccination schedules, we are simultaneously approaching a point in time where we've recorded this podcast longer in isolation than we have as a group, and we're getting close to hopefully going back to group records. It will be very interesting if there's a perceptible energy shift when we return to group records.

Timestamp Notes

7:16 - Jimmy absolutely unquestionable googled this answer.

9:31 - "Quaid Lewds"

23:17 - Seeing as we do go along with Mark's plan, a lot of the deliberation is trimmed.

33:08 - Had to recontextualize how Ceremony works to be a bit more explicit so the listening audience gets an understanding of what the goals and stakes are in the upcoming fight.

35:20 - As Jimmy/Jodie's question gets resolved pretty much right away, this segment is axed.

44:21 - As usual, not giving too much away prior to the fight lets it be a bit more of a fun surprise to listen to, I think.

1:01:34 - I correct myself in a pickup as it's stingray skin and, once again, I'll be damned if I get well actually'd on my OWN THING.

1:13:31 - A reference to one of the greatest WoW videos of all time.

Episode Notes

Gonna try for a hybrid format now - a more generalized discussion of the episode, with “notable timestamps” at the end for anything that might need some specificity.

Anthony, in searching for alternate activities, sprang the idea of trivia tied to hit points, which hopefully drew from enough of a well-known set of titles that it was at least amusing for the listener’s at home to “play along.” These sort of quiz show/play along at home style audio programs have, of course, been around forever (“Wait, Wait Don’t Tell Me,” being maybe the most obvious example that springs to mind).

There was a bit of a retcon/finagle here in order to get Jodie’s anchor place (previously stated at the Bard Rock Cafe) to show up here at Book Castle. We felt that finishing up here and then continuing to yet another location for Jodie’s bits would likely be dragging things along unduly, so we say the Bard Rock Cafe is in the castle. If we were writing it out, odds are we’d simply make the anchor at “Book Castle” and ignore the Bard Rock Cafe entirely (especially as, given the momentum of the plot proceedings, a lot of the dumb jokes we might be able to make about yet another chain restaurant don’t really get a lot of air).

This episode features Beth dealing with an Invisalign lisp still (she’s back to her old voice pretty much immediately after this).

It felt like there’d be a lot of explanatory wheel spinning without Jodie, so the section of the dads conversing gets a pretty heavy trim in favor of getting into the conceit of the episode faster. It ends up being about just over half of the total episode record was us outside.

The episode really starts to get into the swing of things with Goliath Darryl and Anthony (as Well Actually) editorializing about his book facts (as opposed to just asking book trivia). It feels like a fair trade in terms of this sort of trivia thing being a question of whether or not we play from our characters’ pools of knowledge or our own as the players. Darryl getting it wrong after a healthy dose of our knowledge intruding feels about right.

Timestamp Notes

50:12 - We were informed that the Starbucks in Barnes and Nobles are not, in fact, Starbucks but Barnes and Noble cafes who are licensed to serve Starbucks.

57:45 - Much better to not have a roll for this as it’s more fun to hear our crimes.

1:09:15 - My retelling of the origin story of Frankenstein is like only 50% correct (It was Byron it was some other insufferable dude). Fascinating story, regardless!

1:20:39 - Yes, Barbarians don’t wear armor. But Darryl did, so we’ll have it explode off his body at some point.