

A vibrant, fantastical landscape featuring a winding river with turquoise water, lush green forests, 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 ancient world.

DUNGEONS & DADDIES

* NOT A BDSM PODCAST

Daddy Master & Edit Notes

EP 39 - FORGOTTEN REALMS

- 39:24 Thanks, Zoom, I guess.
- 41:24 See above. Also can't believe Anthony came up with this and not us.
- 48:57 Matt's cat enjoys being under a blanket. (Some dead space for cat wrangling removed here in the uncut)
- 1:00:40 A lot of discussion (as you'll hear) about how to order this and also our actions here. This reveal, and our genuine reactions to it, ends up being the better way of doing this, even though it's possible to hold back the 1.0 reveal as an end of episode thing. I think it works better here, but it also establishes a momentum of expectation that's hard to overcome despite my (Freddie) bad improv.
- 1:04:37 Will/Henry's expression of "I need to know" is a critical piece of character intent and improv that I miss, which leads me to suggest a course of action that, in our collective opinion, derails the direction and thrust of this episode too strongly. The compromise we arrive at (Glenn stays out, rather than Glenn convinces Henry to not go in at all) makes way more sense.
- 1:12:16 Beth messes up one of the numbers, which I edit out to make it clear she's truly a LOST SUPERFAN/JJ MEGASTAN
- 1:15:14 We lose this entire section where I try to convince her about money, as it doesn't go anywhere.
- 1:17:54 Gets real messy here. The bit about the anchor not being in this place is removed so as to deemphasize the logic about not letting ourselves get knocked out. Often, what makes sense depends entirely on what we establish and lay out - objectively, the note that the anchor is not in the hatch puts a bit too much doubt on the plan which, prior to this moment, is the thrust of the episode. When looking at the crumbs that are there, the idea that someone doesn't go in (Henry/Ron conversation) has been already established. Since we know where the episode is heading, we lightly trim supporting details for a more cohesive plot.
- 1:25:49 We pause the recording here and restart after having a discussion about what we ought to be doing. This segment is an attempt to transition this smoothly with Henry deciding to ignore the hatch. We eventually opt to go a different direction.

There are often times where derailing Anthony's plans lead to some of the best moments of the podcasts, but not all derails are created equal. Stuff like the beans, for example, are surprising but play within the framework of the established narrative. Upon further review, skipping the dungeon goes against Henry's established desire to go in.

- 1:31:47 This segment is a pickup that occurred after an initial rough edit was completed to give me a better sense of what the shape of the episode looked like.

We opted to go along with the previously established momentum of the episode simply because, on a character level, Will/Henry is expressing a desire to learn about his past throughout, so Glenn's derail violates an established character desire.

This would probably feel way more appropriate if, for example, Henry was ambivalent about the hatch from the get go (rather than feeling drawn to it, as Will expresses). Generally, the lesson from this is for us to pay attention (for ME to pay attention let's be clear) to the character level directions and shape it, rather than try and force it in another direction. I think the compromise makes sense and still is faithful to character motivations across the board, while also having an aspect of "giving people what they want" as (you can

hear in our voices) the idea of a 1.0 dungeon is simply too juicy and fun a scenario for both us and (I hope!) the audience.

- 1:37:11** Anthony established stakes here after we realize it'd be kind of boring if you can just run in no problemo over and over.
- 1:45:49** The dumb audio gag, born here.
- 1:50:13** Anthony is, as many people point out, that the correct dice to pick up here for D&D 1.0 would be three d6, as that's how you did the character sheets back then.

