

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 sunrise or sunset. The overall atmosphere is magical and adventurous.

DUNGEONS & DADDIES

* NOT A BDSM PODCAST

Daddy Master & Edit Notes

EP 43 - Hardcore Henry

Daddy Master Notes

Anthony's notes for "fight" episodes often are much shorter. You can see he was coy here about the ending twist...

BARRY:

180 HP (100 if this goes on for too long)

He just punched lark by earthbending, which i guess he can do in his normal form

He can wildshape into other forms, like a

Corpse Flower: <https://www.dndbeyond.com/monsters/corpse-flower>

Tyrannosaurus Rex: <https://www.dndbeyond.com/monsters/tyrannosaurus-rex>

Froghemoth: <https://www.dndbeyond.com/monsters/froghemoth>

He's a homunculus, obviously

Lark and Sparrow are being kept in a hidden room, which Henry's memory of being an elf helps him sense -- one of the trees in this room is actually a doorway you can open up

Afterward... who offers the seaweed? Canary?

Audio Edit Notes & Commentary

Title and Intro Notes

As we had a big running riff on Cinema Sins, having a Cinema Sins intro was a way to continue the fun from the previous episodes as well as poke fun at our particularly loose approach to D&D 5e. The intro from the videos are sped up here because YouTube videos rely on visuals to help explain what's going on, and without that, it's just a bunch of cool trailer sound effects.

Hardcore Henry was one that's been kicking around for a while simply because of the movie and that we have a fictional character named Henry. It was bound to show up eventually!

Fight episodes are always interesting because the editing is fairly straightforward, and they cut down pretty significantly.

Episode Notes with Timestamps

0:52 Based on his edit notes, "all this work" might be a stretch haha!

1:32 I believe this was D&D Live. We still hold out hope for doing live events, but it definitely feels like Wizards of the Coast will keep us at a large, safe distance.

5:03 As many have pointed out, there's a bit of Bones erasure happening.

11:57 About a minute removed as I pulled up our transcription.

12:59 This is 99% of our conversations - true to form, we love talking about movies.

16:54 Beth owning the jokes IP, in retrospect, probably could go back into the episode.

32:24 The casual and remarkably deep knowledge Anthony occasionally shows with regards to pro wrestling and pro wrestling terminology comes from his love of the sport, and is one of

my favorite weirdly specific knowledge details about this podcast.

- 37:02 Anthony is, from what I can tell, blissfully unaware of our juvenile interpretation of these lines.
- 43:20 Certain songs, certainly, have a transitive property of Bardic Inspiration.
- 49:01 Most of the long silences are essentially us each poring over our character sheets frantically trying to figure out each of our respective next moves.
- 52:03 Paeden is truly the selfless MVP of this fight.
- 58:26 We're working off of our version of how Wild Shape works, which is definitely not how it's written in 5e. Proper use of Wild Shape is like an HP bonus, so your character gets an HP boost above their usual HP. Here, we're interpreting any damage to you in Wild Shape simply drops your actual HP, which takes away a little bit of the "superhero" nature of D&D heroes.
- 1:00:44 Matt is remarkably on top of his retorts this episode.
- 1:02:36 The triple clap here is a code to me that the person wants to remove what they're saying in the episode.
- 1:03:22 Our knowledge of D&D, as you can hear, is a community endeavor, as we all often chime in. The end result, after editing, is that we sound like we know what we're doing.
- 1:05:45 The laugh "triple disadvantage gets" has one of the rarest edits I've done, which is to stagger the laughs of two people slightly so they're not laughing at the exact same rate, which I find distracting. The "sync" of the laughter doesn't show up when remote recording, but very rarely happens with everyone's clean feeds.
- 1:08:22 "Just like Jack Bauer" flipped with Henry's response so it's clear what that's in reference to.
- 1:10:17 A bit of EQ and Audition's built in Convolution Reverb effect to simulate "in the next room."
- 1:19:54 The shuffling back and forth of the axe to Ron, and the loss of the turn, as we overturn it later, is removed here to keep the sequence clear.
- 1:35:36 Probably a little bit a stretch for "1 minute" but story wise I think it works, as the loads of spells Will is dropping here don't really play out on screen anyway.
- 1:45:06 Slight rerecord here necessary to make this explanation as concise as possible from Anthony's narration.
- 1:48:30 Matt cut himself off as he was stopping his recording.

