

A vibrant, fantastical landscape featuring a winding river, waterfalls, and towering rock formations. The scene is set in a lush, green environment with a hazy, ethereal atmosphere. The title "DUNGEONS & DADDIES" is prominently displayed in the center, with a subtitle below it.

DUNGEONS & DADDIES

* NOT A BDSM PODCAST

Daddy Master & Edit Notes

EP 40 - RULES FOR DADTASTIC MEDIEVAL WARGAMES

Daddy Master Notes

Notable difference in the description of the aging mechanic, and maybe the first time Anthony has drawn a map!

Dungeon of memory, you can't go in yourself -- it'll take you back and you would just become babies

But you can put your consciousness into these golems

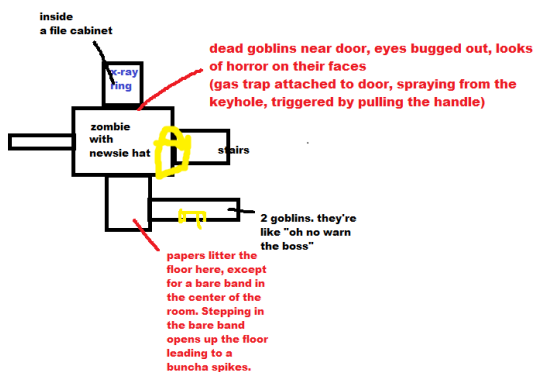
Have to go into the dungeon, which runs on original dungeons and dragons rules

The dungeon is the oak ridge lab from mountains of dadness (relisten)

Three floors

1st floor: files

FLOOR 1



X-Ray Vision: The wearer of this ring can see through up to ten feet of rock (or 6 inches of iron) for a total distance of 3" beyond. Lead prevents its functioning, as will gold. The user will note hidden doors and traps when x-raying areas they are in. A 1" x 1" section can be viewed during 1 turn.

Goblin
No. Enc.: 40-400
Alignment: Chaos
Movement: 6"
Armor Class: 6
Hit Dice: 1-1
Attacks: 1 (weapon)
Damage: 1d6
Save: F1
% in Lair: 50%
Treasure Type: 1-6 gp each

These small monsters see well in darkness or dim light, but when they are subjected to full daylight they subtract -1 from their attack and morale dice. They attack Dwarves and Gnomes on sight. Their hit dice must always equal at least one pip. Composition of Force: When in their lair the 'goblin king' will be found. He will fight as a Hobgoblin in all respects. He will be surrounded by a body of from 5-30 (roll five six-sided dice) guards as Hobgoblins also.

Zombie
No. Enc.: 3-30
Alignment: Neutrality
Movement: 6"
Armor Class: 7/8
Hit Dice: 1
Attacks: 1
Damage: 1d6
Save: F1
% in Lair: Nil
Treasure Type: Nil

Vampire
No. Enc.: 1-6
Alignment: Chaos
Movement: 12"
Fly: 18"
Armor Class: 2
Hit Dice: 7-9
Attacks: 1
Damage: Special
Save: F7/M12
% in Lair: 20%

Audio Edit Notes & Commentary

Title and Intro Notes

The title is a play off of the original D&D manuals: "Rules for Fantastic Medieval Wargames - Campaigns Playable with Paper and Pencil and Miniature Figures". Will had the excellent idea of doing a Simon and Garfunkel parody at the beginning, as Scarborough Fair is probably the most "hippie dippie" song. One particular rhyme that didn't make it was "Lark and Sparrow, Paeden, and I" for "Parsley, sage, rosemary, and thyme," which hurts because the great internal rhyme matchups, but alas, we find out in this episode that Paeden is staying behind.

This intro was recorded in my bathroom, with a big ol dose of reverb added on top of all that, and some forest bird ambiance for effect.



Episode Notes with Timestamps

- 1:35 That should give you an idea of how insanely loud that motorcycle gang in real life.
- 2:15 Beth is referring also to a break we had while recording At the Mountains of Dadness at Lake Arrowhead.
- 5:09 This recording happens moments after Cardi B's release of WAP.

- 15:46 One thing that I'm doing here on the side is I also have the PDF open of the rules and, as you'll hear in the long pauses, also helping out with trying to figure out what the ding dang rules are for this game.
- 20:10 The occasional riff from Anthony is the ongoing understanding that modern dogs are this way through some pretty questionable breeding practices.
- 25:25 There's a mixture of us solidifying what the Paeden/homonculus thing is
- 33:38 Matt used this site for an original D&D generator: <http://character.totalpartykill.ca/lbb/>
- 42:47 Anthony means "Hello from the Magic Tavern," the granddaddy of all isekai fantasy improv podcasts
- 44:45 Saw folks start theorizing about a Glenn/Canary ship which was baffling given that, aside from Beth's third-party observation that she would be there for it, there is literally nothing in the behavior here that indicates a romantic direction. Moreover, as this is Glenn we're talking about here, believe you me - when Glenn hits on someone, you'll know it.
- 49:41 Iron Rations are like military rations, according to the internet, i.e. rations that are more resistant to spoilage, etc.
- 52:35 A few minutes of total silence has been omitted here. When I return to mic, I'm wearing a robe, which ended up being way too hot. Also for Beth, the youngest member of the group, "I put on my robe and wizard hat" is just barely before her time: <http://bash.org/?104383>
- 54:42 Technically we're very wrong across a number of things here, as all this combat is governed by tables in the manual.
- 57:02 The original D&D manual has a whole segment on exactly what dice you should have, but very little text on exactly which dice you should use. This is particularly entertaining when you consider their intro talks mighty proud about how they've cleaned up and made this text more clear. My clarification comes from furiously googling this exact question.
- 1:04:19 We remove all the meta talk about AMOD here so that general audience folks who haven't heard it don't feel like they're missing out on anything. The goal here is for people who know, it's cool easter egg stuff, and for people who haven't, this dungeon reads simply as an artifact from our world in the past that somehow brought Henry's grandma into this realm.
- 1:08:41 The very specific knowledge of Sleep No More feels a bit like a stretch, but that's us as weird theater/art/narrative folks for ya.
- 1:14:19 The detail with Ron rolling is removed here so as to simplify this particular encounter.
- 1:20:04 Quick pickup from me to just clarify what we're not smelling
- 1:23:34 Dan Marino, as has been pointed out by many actual sports fans, would in fact not have a Super Bowl ring on his hand.
- 1:26:59 Again, losing some of the meta discussion here
- 1:32:58 The J.J. Abrahms joke, outside the context of AMOD, would super make no sense and also erroneously imply that the stuff in here is from modern times. Even though we released Ep. 1 for free, bonus content generally isn't listened to at the same rate as main episodes, so it's needlessly confusing.
- 1:42:54 Some rare discussion here with discussing how to do an ending.

1:48:08 My double disadvantage suggestion is removed so Anthony can say it first, but in retrospect, probably should put it back in...

1:49:11 This whole segment afterwards consists of small description pickups while we have everyone, and knowing the ending, we can lay in a little bit of foreshadowing after the fact.

