

Dinner & Dragons

A Game by Brad Herman
Created for Karin, Effia, Adyfa, and Jonaf

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Dinner and Dragons started out as a way for me to entertain my family while waiting for dinner at a restaurant. It combines some of the most fun aspects of classic adventure storytelling and game mechanics while being accessible to younger kids and those who have never played Dungeons & Dragons. I have been meaning to get this released for months, then the virus hit and everyone is stuck home, maybe this can bring some joy into your house. I hope so.

Players: 2 to 10 players
Age: One player 12+ to GM and other players 6+
Time: 20 minutes to a few hours, up to you.

Items/supplies:
These 2 printed pages cut apart
1 d20 dice

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Dinner & Dragons

Roll	Who	What	Where
1	Nature	Event	Forest
2	Traps	Betrayal	Cave
3	Dragon	Explore	Crypt
4	Vampire	Rescue	Castle
5	Skeletons	Revenge	Water
6	Evil twin	Money	Field
7	Spirit	Love	Ruins
8	Gargoyles	Food	Beach
9	Animals	Science	Taven
10	Gatekeeper	Magic	School
11	Wizard	Fame	Mountain
12	Cleric	Assassination	City
13	Bureaucrat	Courier	Jungle
14	Gang	Jealousy	Desert
15	Merchant	Item	Maze
16	Trator	Conqueror	Dream
17	Royalty	Debt	Graveyard
18	The Law	Theft	Volcano
19	Military	Words	Mine
20	Time	Transform	Dungeon

STORY CARD

Dinner & Dragons

Game Master 1

Your the one Telling the Story
You control the Story and all the Non Players

Supplies
The 2 printouts, and atleast 1 d20 dice
Cut out the cards and let players pick a character
Players name their character

How to Play
Use the Story Card to help you come up the adventure. Roll a d20 3 times Who,What,Where
Tell your party what is happening
Each turn starts with you and goes to your left
If it's a battle they each take turns attacking
if it's story then they discuss what do next
Make up enemies for them to fight

Details
Players and Enemys have 3 stats
HP: Hit Points, get to Zero, die.
AC: Armor Class, roll above this to hit
STR: Strength, how far can you throw a tomato

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Game Master 2


More Terms
C:Cantrip, every turn, S:Spell # uses, T:Trait
W:Weapon, every turn, A:Armor Subtract Dmg
DC: Difficulty Check, roll above to succeed
Easy: DC5, Medium: DC10, Hard DC:15+
Thugs: 10 HP AC8, Big Boss: 25HP AC16
Mythic: 40HP AC20

Math
Always round division down, or use other dice
Shoot crossbow at Thug,roll a 4, crossbow is +5
roll = 9, hits, damage role: 18, /4+2=6. Thug at 4hp

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BARD




10 HP
15 AC
12 STR

	Item	To Hit	Damage
T	Sing Song	Sing	+1 to dmg
W	Short Bow	+3	d20/4
6	Arrows		
W	Dagger	+4	d20/4
C	Dancing Lights		
S	Inspire		
S	Silent Image		
T	Distraction	Sing & d20 +8	

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WIZARD




10 HP
13 AC
14 STR

	Item	To Hit	Damage
C	Burning Hands	+4	d20/8 +1
C	Ray of Frost	+2	d20/4 +1
C	Mage Hand		
S	Illusion		
S 2	Magic Missles		2 x d20/4 +1
S	Invisibility		
S	Ice Storm	+8	d20 + 4

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CLERIC



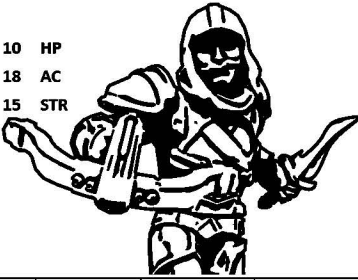
10 HP
14 AC
13 STR

	Item	To Hit	Damage
C	Healing Hands	One	Heal +4
C	Dancing Lights		
C	Mage Hand		
W	Short Sword	+4	d20/4 +2
S 2	Cure Aura	All in 30 ft	Heal +5
S 2	Grease	+10	0

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ROGUE



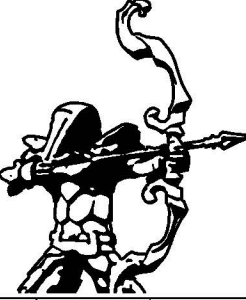
10 HP
18 AC
15 STR

	Item	To Hit	Damage
W	Crossbow	+5	d20/4 +2
24	bolts		
W	Dagger	+5	d20/4 +2
4	Dagger (T)	+4	d20/4
T	Takedown	-1	d20/2 +4
T	Thief Tools		
T	Stealth		
T	Climb		

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RANGER




15 HP
16 AC
16 STR

	Item	To Hit	Damage
A	Armor		-2
W	Long Sword	+5	d20/4 +4
W	Longbow	+3	d20/4 +3
12	Arrows		
T	Tracking		
T	Nightvision		

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BARBARIAN



20 HP
16 AC
17 STR

	Item	To Hit	Damage
T	Rage	1 time / day	2x for 3 round
W	Battle Axe	+4	d20 -4
W	Punch	+6	d20/4 +3
W	Kick	+5	d20/4 +2
T	Jump		
T	Run		

A Game by @Brad3d

Dinner & Dragons

A Game by Brad Herrman
Created for Kaitin, Ejjaf, Alfyaf, and Jonaf

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Gameplay has two modes, Story and Combat. It's possible for an adventure to spend the whole game in just one of these modes and it's up to the Game Master to decide when and how to use them.

Story mode:
Think of this as conversational storytelling. The game master sets up what is going on and the players discuss and talk openly about what they want to do. When they have decided they tell the game master. Then a player rolls. The value of that roll determines if they succeed or fail and by how much. There is a lot of leeway on the game master to help move things along and keep the fun.

Combat mode:
Each player gets a turn starting with the game master and going left. In the game world, the whole group of turns happens during the same 6 seconds. When it's your turn you can take action, move, talk, or whoever you can do in about 6 seconds. Each player rolls the dice after they say what they are going to do. It's then up to the game master to interpret the dice value and say what happens.

NPCs
Non Player Characters are storytelling elements controlled by the game master. These can be goblins, ghosts, people, or talking statues. They serve to be your voice in the game as well as the foes your adventures will fight or allies you find along the way.

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BARD
Singer of Songs, Speaker of Magical Words, DJ

C:Cantrip, every turn, S:Spell # uses, T:Trait
W:Weapon, every turn, A:Armor Subtract Dmg

Sing Song
Really sing out loud about the situation and everyone in the party gets +1 hit & +1 dmg for 2 rounds

Short Bow
Trusty Bow and Arrow, short range

Dagger
Pointy end towards the bad guy

Dancing Lights
5 balls of light you can control, any color

Silent Image
Create a silent object up to 20' in size

Distraction
Enemy stops attacking and watches you

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WIZARD
Master of Magic, Wielder of Wands
Mystic arts course through your veins.
Cast Damage and Turn the tide.

C:Cantrip, every turn, S:Spell # uses, T:Trait
W:Weapon, every turn, A:Armor Subtract Dmg

Burning Hands
flames shoot from your hands in a 20' cone

Ray of Frost
A frozen beam shots from you at one target

Mage Hand
Can lift 30 lbs and travel 30' from you

Illusion
Create a fake sound or object up to 40' in size

Magic Missles
Orbs fly from your wand and always hit

Invisibility
Turn invisible for 2 min

Ice Storm
Frozen wind and ice shards pelt your enemies

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CLERIC
Healer of the Party, A Magical Medic.
Without you the Party all dies.
You channel the spirit of your Deity.
A Good and Lawful protector of the innocent.

C:Cantrip, every turn, S:Spell # uses
W:Weapon, every turn, A:Armor Subtract Dmg

Healing Hands
Touch another player to heal for 4

Dancing Lights
5 balls of light you can control, any color

Mage Hand
Can lift 30 lbs and travel 30' from you

Cure Aura
Heal players within 30' of you for 5

Grease
Spell covers a target in slippery grease

Short Sword
Pointy end towards the bad guy

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ROGUE
Shhh, Hide in the shadows. Thief, Assassin.

C:Cantrip, every turn, S:Spell # uses, T:Trait
W:Weapon, every turn, A:Armor Subtract Dmg

Crossbow

Dagger
Pointy end towards the bad guy

Dagger (T)
Throwing Dagger at badguy, limited # of them

Takedown
Attack from Shadows, Silent but Deadly

Thief Tools
Unlock doors, handcuffs, chests

Stealth
You can hide in the shadows

Climb
You can scale walls and trees with ease

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RANGER
Soldier of the Forest, Tracker, Sharpshooter

C:Cantrip, every turn, S:Spell # uses, T:Trait
W:Weapon, every turn, A:Armor Subtract Dmg

Armor
You take less damage from anything that hits

Long Sword
Pointy end towards the bad guy

Longbow
Trusty Bow and Arrow, long range

Tracking
You can find traces of where people went

Nightvision
You can see in the dark

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BARBARIAN
Smash. Destroy all who oppose you.

C:Cantrip, every turn, S:Spell # uses, T:Trait
W:Weapon, every turn, A:Armor Subtract Dmg

Rage
You get in a blood rage and do 2x damage

Battle Axe
Pointy ends towards the bad guy

Punch
Fist towards the bad guy

Kick
Foot towards the bad guy

Jump
You can jump 6' high

Run
You can Run faster than most

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