

Lunch Hour Dungeon



STRENGTH	
INTELLIGENCE	
CHARISMA	

Assign the scores 0, 1, and 2 to your **STRENGTH**, **INTELLIGENCE** and **CHARISMA**. These represent how good you are at physical, mental, and social tasks: 2 is best, 1 is fairly good, and 0 represents a normal level of ability without special skills or talents.

ROLL TOTAL	RESULT
6 or less	Failure. Choose 1 cost
7-9	Partial success: you succeed, but choose 1 cost.
10 -11	Success!
12 or more	Huge success! Succeed, and choose 1 benefit.

HARM	<input type="radio"/> I AM SLIGHTLY INJURED! <input type="radio"/> I AM GRIEVOUSLY WOUNDED! <input type="radio"/> ALAS, I AM SLAIN! (Cleric 's healing can revive slain heroes.)
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NAME		
I'M A:	MY SPECIALTY IS:	ONCE PER GAME I CAN:
<input type="checkbox"/> Cleric	Dealing with god stuff	Heal 2 Harm on any person, or change a Failure by any person to a Success
<input type="checkbox"/> Dwarf	Fixing things	Take no Cost for a Failure
<input type="checkbox"/> Elf	Knowing things	Add +1 Harm when I hit with a bow
<input type="checkbox"/> Fighter	Destroying things	Add +1 Harm when I hit with a sword, axe, or similar handheld weapon
<input type="checkbox"/> Ranger	Protecting others	Spot an unseen threat or an advantage
<input type="checkbox"/> Thief	Stealing things	Disarm a trap, or put an enemy in a bad spot with a trap or other trick
<input type="checkbox"/> Wizard	Dealing with magic	Take 1 Cost to summon a spirit to perform a single action. If that action is an attack, the attack does 2 Harm.

HOW TO DO THINGS

When you try something risky, roll two 6-sided dice and add your Strength, Intelligence, or Charisma based on the type of action you're taking. On a hit in battle, you do 1 Harm to your enemy.

BENEFITS:
You inflict +1 harm
Your enemy is put in a bad spot
You get something valuable
You receive unexpected help
Someone is saved from a bad spot

USING YOUR SPECIALTY

If your specialty applies to whatever you're trying to do, you can't miss. Instead, a roll of 6 or less counts as a partial success.

COSTS :
You suffer 1 harm
You find yourself in a bad spot
You lose something valuable
An ally is put in a bad spot
Unwanted attention

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WHAT TO DO IF A RULE IS CONFUSING

If there's any question about the rules, handle it whichever way is the most fun for everyone playing.

HOW TO DECIDE WHAT ORDER THE PLAYERS GO IN

If you make sure there are enough challenges to give everyone a chance to do something cool, you don't have to worry about which order people go in because everyone has something they can do either right now, or very soon. Talk about who's going to do what, and then spring into action as a team. For example, the heroes could stumble across a booby-trapped temple with a idol whose eyes are precious jewels, and where a sorcerer guarded by lizard warriors is summoning an evil spirit. They can get to the sorcerer faster by fixing a broken mechanical bridge, and elves know the ancient words that will release the jewels.

MONSTERS, HAZARDS, AND TRAPS

How much Harm it takes to slay (or knock out, if you want) a monster depends on how tough it is. Weak ones have a Harm of 1, epic monsters have a Harm of 5 or 6. To give monsters, hazards, and traps interesting powers, use "bad spot", "Harm", and "unwanted attention" in creative ways. A gang of bat-riding goblins puts you in a bad spot or causes Harm differently than an alien slime creature, or a clever trap. Unwanted attention from an angry sea god is different than unwanted attention from a killer robot, or a crowd of curious onlookers.

SOME IDEAS FOR "SOMETHING VALUABLE"

- The fighter's handheld weapon
- The elf's bow
- The missing prince you were supposed to bring back safely
- The fabulous treasure you just fought a really tough battle to claim
- The magic amulet that keeps someone you care about safe while you're away on adventures
- Your Adventuring License, and if anyone (including monsters) asks to see it and you don't have it, you will be teleported to the nearest jail for illegally beating people up and robbing them

SOME IDEAS FOR "A BAD SPOT"

- Hanging from the edge of a cliff
- Inside the stomach of a dragon that's flying away
- Teleported to a moon of Jupiter
- Suddenly in the middle of a centaur stampede
- Trapped in a genie bottle
- Flung high into the air
- Turned into gaseous form
- Slowly turning into stone
- Cursed to only speak in questions for the rest of the game