THE DECK OF DADDY THINGS

FROM THE CREATORS OF DUNGEONS & DADDIES
* NOT A BDSM PODCAST
Hey Doodlers,

Thanks so much for buying (or if you’re cool, stealing) this copy of The Deck of Daddy Things. The deck that sits before you is meant to inject an extra, dad-sized dose of chaos into your roleplaying adventures!

We’ve included the classic cards from the infamous deck you know and love from The Most Popular Roleplaying Game On Earth Whose Name Rhymes With Bunions And Baggins™, but if you wanna get really rowdy — and if you’re holding this deck, we know you’re all about getting rowdy — you should definitely use our custom set of Daddy Cards instead of, or in addition to, the OG Deck.

The twenty-two Daddy Cards are designed to introduce silly, fun, improvisational play into your tabletop group.

Are they balanced? Absolutely not. Will they hopefully elicit a few belly laughs from your players? We hope so!

So, yeah — roll with the original twenty-two cards (1 - 22, labeled with this nifty icon: 🎪), or play with the Daddy Cards (23 - 44, labeled with this icon: ⚠️), or mix-and-match cards into a chaotic mishmash of possible fates - the choice is yours!

Just don’t come crying to us when your campaign gets derailed! Or wait, actually, do come crying to us. Tweet us at @dungeonsanddads and we’ll apologize and/or laugh at your misfortune!

- Anthony, Matt, Beth, Will, and Freddie

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**The OG Deck**
*(as interpreted by a bunch of podcast hosts)*

1. **Vizier** - Within a year of drawing this card, you can ask the DM any question you want and receive an honest answer. The DM can't screw you over with a tricky answer, either: they tell you everything you need to know to solve whatever problem you're facing.

2. **Sun** - You gain 50,000 XP and a random Wondrous item.

3. **Moon** - You can cast the "Wish" spell 1d3 times. You are now cursed to spend the next hour arguing about the exact wording of the "Wish" spell.

4. **Star** - Increase one of your Ability Scores by 2, up to a limit of 24. Whoop-dee-doo.

5. **Comet** - If you singlehandedly kill the next hostile creature you meet, you level up. If you can convince a squirrel or
whatever to fight you, that counts.

6. **The Fates** - You can avoid or erase a single event as if it never happened. You can do this right now or at any other point before you die. If you use this to avoid drawing from the Deck in the first place, you're a wuss.

7. **Throne** - You gain proficiency in Persuasion and double your proficiency bonus in it. More importantly, you now own a small keep somewhere in the world. The keep is currently in the hands of monsters you have to clear out in order to properly claim the keep as your own.

8. **Key** - A Magic Weapon that you are proficient with, at least of "Rare" quality, is chosen by the DM and appears in your hands. Boring.

9. **Knight** - You gain the service of a 4th-level Fighter who shows up within 30 feet of you. The Fighter is the same race as you and serves you loyally until death, believing the fates have drawn them to you. You control this character, so better tell your fellow players to not get too attached or anything.

10. **Gem** - Fifty gems, altogether worth 50,000 GP, appear at your feet. Congratulations! Now you get to argue with your friends about what to do with it all!

11. **Talons** - Every magic item in your possession turns to dust. If you have an Artifact, whatever the hell that is, it vanishes but isn't destroyed. As if that makes a difference.

12. **The Void** - Uh oh! Your soul gets sucked from your body and placed into an object of the DM's choice, guarded by one or more powerful beings. Your soulless body is incapacitated and falls in a funny way. A "Wish" spell can reveal where your soul container is.

13. **Flames** - You piss off a demon
for some reason. It only wants to ruin your life, and will spend the rest of its existence attempting to do so. This dickishness only ends when either you or the demon dies.

14. **Skull** - An Avatar of Death appears in front of you and demands you 1v1 it. If you drop it to zero hit points, you live. If you drop to zero hit points, you die forever and can never be revived. If anyone tries to help you, they summon their own Avatar of Death. The Avatar of Death should probably look like an NPC you wronged in the past, but that’s up to the DM. The internet has the stat block for an Avatar of Death.

15. **Idiot** - Permanently lose 1d4 + 1 intelligence (down to a minimum of 1). You can draw another card.

16. **Donjon** - You get bamfed away and placed inside a weird orb of negative space. As you are bamfed, you drop everything you are wearing and carrying (so you're naked in the orb). You remain in the orb until you are found and removed from it. You can be located by a "Wish" spell. Stop drawing cards.

17. **Ruin** - You lose everything other than your magic items. Money, property, clothing, all of it.

18. **Euryale** - You cursed, son. You have a -2 penalty on all Saving Throws until a god or the "Fates" card undoes the curse.

19. **Rogue** - The DM chooses or creates an NPC who becomes hostile toward you. You won't know who the hostile NPC is until the NPC, or someone else who knows about their animosity, reveals that fact. You can only end the hostility with a "Wish" spell or the help of a god.

20. **Balance** - Your Alignment inverts. If you're cool, you become a dick, and vice versa. If you're a centrist, nothing changes.
21. **Fool** - Lose 10,000 XP, discard this card, and draw from the deck again. You can't actually lose a level from this XP loss, which makes this card kind of pointless imo but whatev.

22. **Jester** - You either gain 10,000 XP, or you can draw two more cards. Maybe just take the XP, though.

**The Daddy Cards**

23. **Ask Your Mother** - The player may invalidate any *one* ruling made by the DM. Upon invocation, the player may call or text another DM of their choice (or their actual mother) who may be more sympathetic to their cause. The ruling of this alternate DM is final.

24. **Birkensocks** - Socks and sandals magically materialize onto your feet, replacing any footwear you current have. Take a permanent -2 to all Charisma checks, unless you're dealing with another dad, in which case, game recognize game and you take a +1 to all Charisma checks.

25. **Dadbod** - You are cursed/blessed with a powerful dad bod. Gain +1 on all Strength checks, but -1 on all Stealth checks as you now audibly grunt during any form of physical exertion. A roll of 2 or lower on any Strength check will cause your back to "give out" requiring two successive long rests to heal. You may "push through the pain" by rolling a D20. A roll of a 5 or lower throws your back out, and requires the attention of a skilled magic user or physical therapist to heal. Your sneezes now also inflict 1 psychic damage to anyone within a 30-foot radius.

26. **Donjuan** - You must, upon encountering any new person or creature, attempt to seduce them. Rolling a 5 or lower means they will slap you (surprise unarmed strike) and immediately begin combat. This effect only ends when
you marry one of the objects of your seduction.

27. **Ganbatte** - A strange metal chariot blinks into existence before your eyes. This object functions exactly like a 2013 Honda Odyssey minivan with a full tank of gas. "Speak with Animals" will allow you to communicate with the vehicle, who has the personality of a tsundere anime character.

28. **giB** - You become a child trapped in an adult's body. You maintain all of your memories, intelligence, and wisdom, but your strength is halved. Failure to speak like a child will result in an immediate d4 of damage.

29. **Grillmaster** - The ancient BBQ gods bestow their occult, powerful knowledge upon you. Permanently gain +4 to all ability checks when applied to cooking, grilling, identifying and evaluating meats and animals, smoking meats, creating sauces and marinades, evaluating temperature, and lighting and maintaining fires.

30. **Mask** - Toxic masculinity infects you like a disease. You have disadvantage on all skill checks, and you cannot cast any spells, until you — the person who drew this card, not the character — cry real tears. The tears can be elicited via non-emotional means (onions, hot peppers), but only after all available emotional means (sad films, probing conversation, Thai life insurance commercials) have been attempted.

31. **Isekai** - This card spells doom for your DM. Suddenly, a vortex opens in the sky above your entire party. You, and all your belongings, are sucked into a trans-dimensional void and spat out into Earth, in the 21st century. Though you and your party can speak the native language, everything else is terrifying and unusual to you. You can only return home by finding and breaching a hidden
portal to your original realm. The portal can be hidden anywhere on planet Earth, and is guarded by at least ten million dollars worth of security.

32. Kneeslapper - From now on, whenever you make a dad joke, you immediately deal 1d4 psychic damage to anyone who hears it. Dad jokes must be made in-character.

33. Massage Throne - A magical throne, upholstered in the finest calf leather and handmade by the expert dwarven artisans, appears before you. This chair conforms to the body shape of any creature seated in it, and using a combination of arcane rollers, divine heating pads, and high-intensity percussive elements, will instantly restore the user's HP and grant them a temporary +1 to all Dexterity checks until their next long rest. However, this chair weighs several tons, and is very difficult to move.

34. Maury - A strange child appears to you, claiming that you are their parent. They do, in fact, bear a striking resemblance to you, and any paternity magic will reveal that they are a blood relative. You are now legally and morally responsible for this child.

35. Pupper - The cutest and handsomest dog in the history of the universe appears in front of you. He loves every single person in your party, and will always endeavor to help you out and be adorable. The first player to say "aww," or "I love you," or attempt to give the dog a name will immediately become heart-bonded to the dog, such that if the dog ever dies, they will simultaneously die of heartbreak. The dog will always be the priority target of at least one enemy in every single combat so long as he is alive.

36. Rich Dad, Poor Dad - You find your ego inexorably linked with your ability to
tender payment for goods and services. Any monetary transactions that occur within 50 ft. of you will now cause you to forcefully intercede, declare "This one’s on me!" and pay the associated amount (regardless of your ability to actually do so).

37. Skipper - You now possess a seaworthy vessel (which you must name) capable of carrying 8 human-sized creatures docked in the nearest body of water. This boat is very important to you. Immediately lose all your money and from now on you must pay upkeep and docking fees (amount and frequency as determined by the DM, but bear in mind that boat ownership is legendarily expensive). You may not sell this boat, but on the bright side - you have a boat!

38. Sportscentered - Your inherent competitive nature causes you to be consumed with an overwhelming desire to observe and form opinions on ball-based sports. Additionally, you find yourself drawn powerfully to any and all sporting events, and are unable to control an impulse to berate and scream at any referees, officiants, coaches, and coaching staff present.

39. Strapped - A metallic weapon appears in your hands. Inscribed on the side is the number "1911." This functions as a ranged weapon with the following stats: +3 to hit; 3d10 piercing damage; 8 rounds of ammunition, which can never be replenished.

40. The Deck of Many Things - Fortune smiles upon you. Suddenly, a large wood deck — like the kind attached to a house — appears underneath your feet. Resting on the deck are: 1,000 GP; 1 Wondrous Item; enough building supplies with which to construct a log cabin; a keg of ale; a barbecue; a gym bag of holding (which has infinite space, but only for sporting equipment
– anything else gets spat out); and one piece of equipment from every conceivable sport.

41. **Friday** - A small cookie appears that, when bitten by two different creatures, will cause those two creatures to swap bodies after the next long rest. If the cookie is consumed by a single creature, that creature gains back +1 HP and nothing else happens.

42. **Thomas** - Your party is suddenly transported to an unfamiliar forest at least a hundred miles away from their current objective. Five successful 15+ survival rolls will get you back on track, or they can ask a single NPC for directions. Every failed survival roll causes the party to enter into progressively more and more difficult combat encounters. Asking an NPC for directions will immediately grant the party the opportunity to head back to their original objective, but will also cause permanent disadvantage on any two of the following: Wisdom checks, Intelligence checks, or Charisma checks.

43. **You're My Real Dad** - All players must refer to the DM as "daddy" for the foreseeable future, even out of game. The first player who fails to do so will lose a full character level. After this, the players need no longer refer to the DM as "daddy."

*Y'all, be cool here – consent is the name of the game and it's only fun if everyone's having fun. If people don't want to do this, don't make them.

44. **Father Knows Best** - You recall knowledge gained from watching an episode of a documentary series many years ago, which of course makes you an expert! After describing to the party what the documentary you watched was, this card gives you permanent advantage on any checks dealing with the subject matter of said documentary.
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