

|                                          |                                    |                                                      |                                                          |                                                   |
|------------------------------------------|------------------------------------|------------------------------------------------------|----------------------------------------------------------|---------------------------------------------------|
| <b>B</b>                                 | <b>I</b>                           | <b>N</b>                                             | <b>G</b>                                                 | <b>O</b>                                          |
| The party gets an NPC name wrong         | "Roll for initiative"              | Jess adopts an animal                                | Someone trips a trap                                     | Someone is racist                                 |
| Everyone laughs at the same time         | The party avoids combat by talking | Someone takes damage and says "holy shit" or similar | Big swing no ding. Player misses three attacks in a row. | Someone tries to seduce an NPC (friendly or not). |
| The DM skips someone's turn accidentally | The party splits                   | <b>FREE</b>                                          | David can't move                                         | Nat 20 is rolled                                  |
| One shot kill                            | The DM chuckles menacingly         | Someone doesn't realize it's their turn              | Nat 1 is rolled                                          | Someone makes a Death Saving Throw                |
| Level up?                                | Does a 35 hit?                     | Someone threatens a friendly NPC.                    | Tis but a scratch: Someone rolls mininum damage          | Holly is the only sensible one                    |

|                                         |                                                          |                                          |                                    |                                                      |
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| One shot kill                           | David can't move                                         | <b>FREE</b>                              | Nat 20 is rolled                   | "Roll for initiative"                                |
| Nat 1 is rolled                         | Someone threatens a friendly NPC.                        | The party gets an NPC name wrong         | Holly is the only sensible one     | The DM chuckles menacingly                           |
| Someone doesn't realize it's their turn | Someone makes a Death Saving Throw                       | The DM skips someone's turn accidentally | The party avoids combat by talking | Level up?                                            |

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| The DM skips someone's turn accidentally | Holly is the only sensible one                    | <b>FREE</b>                                              | The DM chuckles menacingly                      | Nat 1 is rolled       |
| The party splits                         | Someone tries to seduce an NPC (friendly or not). | Someone trips a trap                                     | Tis but a scratch: Someone rolls minumum damage | Jess adopts an animal |
| Nat 20 is rolled                         | "Roll for initiative"                             | Someone takes damage and says "holy shit" or similar     | Everyone laughs at the same time                | Level up?             |