

GLITTER GOLDS

Guide TO
GAMBLING

Drew Dawes & Garl Glittergold

Well met, Forgotten Folk!

It is I, Garl Glittergold. Gnomish god of trickery, wiles, and luck!
To celebrate the grand opening of The Gilded Nugget, my shiny new temple-casino in Blingdenstone,
I'm sharing some of my favorite games to improve gambling in Dungeons & Dragons.

As it stands, gambling in Dungeons & Dungeons is about as fun as getting a deep tissue massage from
a marilith demon at the Borgata. It's painful. Gambling seems like such a pleasant diversion from dragon cults
and death curses. Unfortunately, it usually ends up one of two ways:

A The Dungeon Master goes through all the trouble of finding playing cards and poker chips for just one session on a riverboat casino trying to
track down a poor kidnapped storm giant king. Your gaming table already has character sheets, dice sets, pencils, *Players Handbook*, a Dungeon
Master's screen, your phones. Not to mention maybe some minis, dice trays, a map, some drinks, tablet character sheets, *Xanathar's Guide to
Everything*. Le sigh. Do y'all really have room for a bunch of cards and poker chips? And even if y'all are sitting around a Wyrnwood Prophecy,
do y'all really feel like playing Texas Hold 'Em? I thought we were here to roll some dice, y'all!

B Players just roll the ol' d20 and see how successful their characters were. And of course, try to cheat to win with a Charisma (Deception) check.
But is that really gambling? Is there any real risk or reward? How is that any different from making a Strength (Athletics) check to climb 50 ft.
of rope? Or making a Dexterity (Stealth) check to sneak past an incompetent kobold guard? Or making a Wisdom (Insight) check to cast *zone
of truth*?

Fear not, Forgotten Folk. Your god Garl has scoured the multiverse and the space/time continuum to bring you the greatest games
of skill and chance from the entire future of gaming! Games so balanced, my modron accountant played for thirteen months
straight and broke even. Games so fun and easy to learn, you'll lose track of who's actually gambling: You or your character.
Guess that all depends. Are the dice you're betting real or imaginary?

Best of all, anyone of any experience level can play these games and win! All it takes is a fistful of gembones
and trusting that little voice telling you to go all in.

So best of luck to you, player. To steal a line from my old flame Tymora:
"Fortune favors the bold"

Garl Glittergold

Content Warning: Gambling

This is all fun and games, but gambling addiction and problem gambling are real issues.

Are you or a loved one dealing with a gambling problem?

[Explore the warning signs and symptoms and learn how to stop.](#)



Extra Life House Cut

Extra Life gets a cut of the pot from all sales of *Glittergold's Guide to Gambling*.

Thank you for helping heal sick kids!

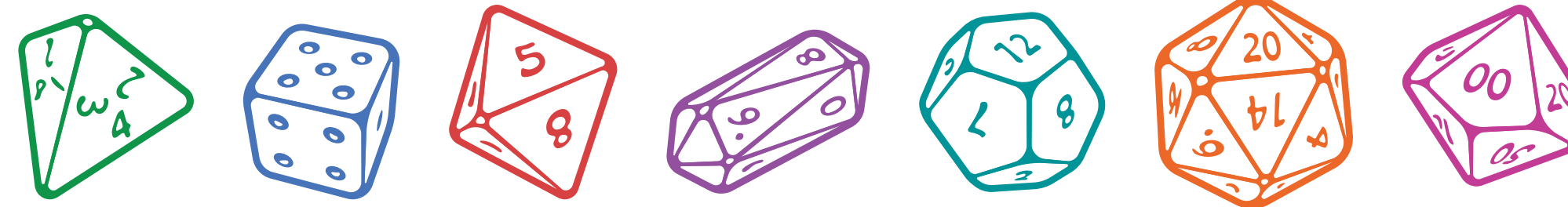
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GAMBLING WITH GEMBONES

GEMBONES



Gembones are evenly-cut geometric shapes with numbers carved into each side. They are used as both the game piece and the wagering token in games of skill and chance. Each gembone is commonly known by the number of sides it has. Although referring to gembones as dice is technically incorrect, it is widely accepted. The highest number on each gembone determines its value relative to other gembones.

The monetary value of each gembone depends on the material from which it's carved and its highest number. Low-stake games played regularly in a tavern or back alley may roll gembones carved from actual bone, worth only a few copper pieces. Established gambling houses may use gembones carved from precious metals like silver and gold that easily signal their worth. The Gilded Nugget temple in Blingdenstone uses shimmering gembones cut from brilliant emeralds, rubies, and sapphires.

For serious gamblers, gembones are considered superior to all other gaming sets and wagering tokens:

- ◆ Their random nature makes even magical cheating nearly impossible.
- ◆ They retain their value outside of the gaming establishment they originate from.
- ◆ The 'clik clak' noise they make is highly satisfying.

A full gaming set of gembones contains the following: 1g4, 1g6, 1g8, 1g10, 1g12, 1g20, 1g100. Gembones often look vastly different from set to set, even if they have the same monetary value. Throughout the course of a single gambling session, a gembone typically changes owners countless times. Only the most timid or the boldest of players still roll with their full original gembones set.

Don't forget, the gembones also give you advantage on all Charisma (Persuasion) checks against goblins if you toss 'em a few gembones.

Never underestimate the power of shiny clik-clak math rocks!

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Gembones Exchange

GEMBONE BASE VALUE	APPEARANCE	VENDORS
Copper	Carved bone	Wiz Dice Goblin Teeth
Silver	Wrought silver	Wiz Dice Quicksilver
Gold	Sculpted gold	Wiz Dice Titan Nyx
Platinum	Polished precious stones	Wiz Dice Masterwork Precision Aluminum
Gems	Cut clear gemstones	Ice Cream Dice Original Kiwi

For example, a g10 with a silver base value is worth 10 silver pieces whether at a casino or a marketplace. This gembone could only be wagered in games where the established stakes are silver.

Fresh out of a certain gembone but not ready to call it quits? All gembones can be exchanged, as long as the total amounts are equal and they are of the same base value. For example:

- ◆ 5g4
- ◆ 2g10
- ◆ 2g6 + 1g8
- ◆ 2g8 + 1g4

All of these combinations equal 1g20.

Diamond gembones are rare nowadays, because everyone eventually wastes them to cast resurrection. Pro tip: Use a diamond gembone to cast reincarnate instead. It will totally work, and you will totally come back to life as a gnome. You're welcome!

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"Trickster's Trove"
by Wiz Dice

The Buy In

Garl Glittergold recommends importing colorful gembones by the pound from the far realm planet called 'Dirt'. A wizard there will trade you one pound of gembones worth millions for roughly the cost of 1 goat!

Poker night is cancelled. Long live 'dice night'! Bring your pound of random dice and actually trade 'em with friends when you win or lose. Playing online? Fear not. Wizards of the Coast has you covered with this [synergetic virtual gembone roller](#)!



CHARACTER SPOTLIGHT

Like most of Dungeons & Dragons, winning or losing with gembones comes down to the luck of the roll. Here are some ways your character can impact the games.

- ◆ Reroll a gembone:
 - **Lucky.** Expend a use to reroll a single roll. This could be used on any type of gembone, not just a g20.
 - **Gaming Kit proficiency.** You swear by your gembone rolling technique.
 - **Wizard Portent.** Your fortelling roll can be applied to any g20 roll.
- ◆ Go ‘double or nothing’ after a loss:
 - **Charisma (Persuasion).** Give the winner a desperate sob story.
 - **Charisma (Intimidation).** Let the winner know that double or nothing is the easy way, and they do not want to see the hard way.
 - **Intelligence (History).** Cite some forgotten rule of the game that explicitly states you have the right to go double or nothing.
- ◆ Cheat at the game:
 - **Intelligence (Arcana).** Determine if any magical security measures are in place.
 - **Charisma (Deception).** Create a diversion that bumps the table, then demand you be allowed to reroll due to the interference.
 - **Dexterity (Sleight of Hand).** Discreetly swap a valuable gembone with one the same size of lesser base value.



The DC of any skill check increases along with the stakes of the game:

GEMBONE BASE VALUE	TASK DIFFICULTY	DC
Copper	Easy	10
Silver	Medium	15
Gold	Hard	20
Platinum	Very Hard	25
Gems	Nearly Impossible	30

Ultimately the DM is empowered to set any DC to create the best gaming experience for the group and players are encouraged to enjoy the games without gaming the system.

Magic Moments

The impact of spells or magic items in these games is limited only by the creativity of the player. While influencing the outcome of a game by any means would be considered cheating, Garl Glittergold applauds inventive solutions to simple problems. It's the gnomish way. The DM is encouraged to award inspiration to players attempting to use magic to win, even if the plan is destined to fail.



GAMES OF SKILL AND CHANCE

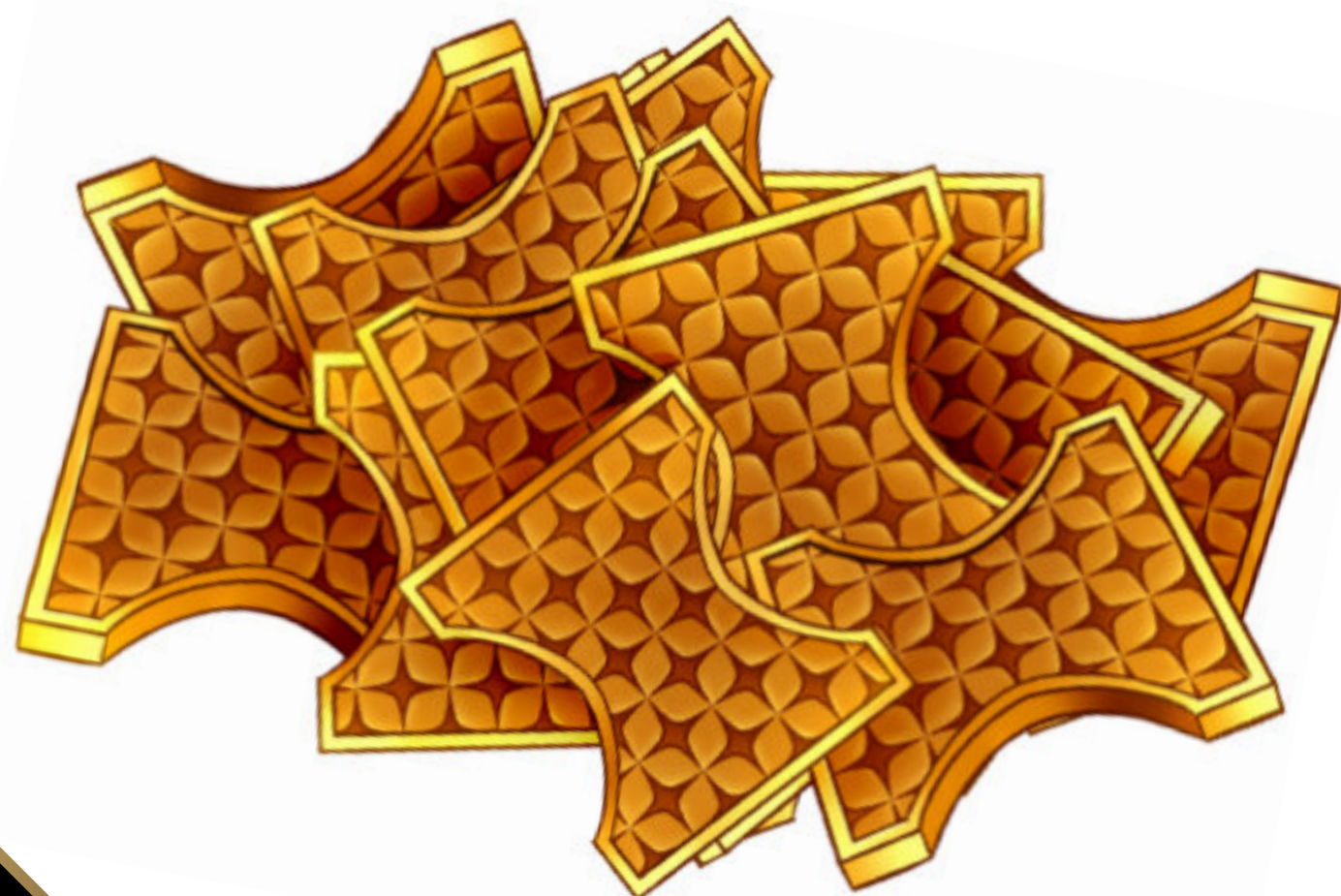
Games of Skill describe games where decision-making ability or physical quickness can increase the odds of winning. *Games of Chance* describe games where the outcome is determined by the rolls.

Order of Play

These are the step-by-step instructions for the standard version of each game.

Game Variants

Each game has multiple variants that change one or more elements of the standard ruleset. Games can be played with more than one variant, as long as the rules are not incompatible. Game variants may change in between games. In which case, the new rules should be announced and clearly demonstrated by the dealer.



You know who you are!
Last thing we need is
some sore loser flipping
a table full of gembones.
I swear those g4s on the
floor are more painful
than a bag of caltrops.

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Party Play

Some variants feature a number of players working together against the dealer. Other variants are ideal for the DM to join the game as an NPC. These games are great for groups with players that dislike competition or like it way too much.

- ◆ **Tripledip:** Machae's Golden Pot
- ◆ **Lucky No. 13:** Blessings of the Tricksters
- ◆ **Rolled Gold:** Red Wizards Duel
- ◆ **Barovian Boneyard:** Storming the Castle
- ◆ **Tiamat:** Bahamut

Point System

Want to play the games for fun and not actually gamble? With this alternate point system, the first player to accumulate a target score across multiple rounds of a game is the ultimate winner. Points are awarded based on the size of the gembones won. Gembones that are lost are worth 0 points.

Players continually roll their own gembones instead gaining and losing them each game. This is especially useful for players that are not physically around the same table or not able to pass gembones back and forth to each other.

- ◆ Quick games are recommended if you intend to sample all the games in a single session.
- ◆ Full games are recommended if you want to plan a session or an encounter around a single game.

GEMBONE	POINT VALUE
g4	1
g6	2
g8	3
g10	4
g12	5
g20	6
g100	10

◆ CHAPTER II ◆

GAME TIME

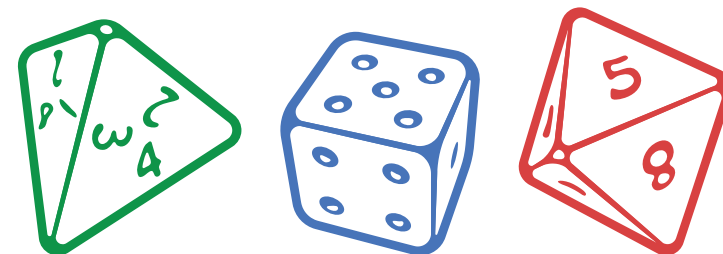
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Not sure where to start?
Roll 1d7 to see which
game you'll play!

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1D7	GAME NAME	GAME SUMMARY
1	<u>Tripledip</u>	Game of chance. Players compete against each other.
2	<u>Lucky No. 13</u>	Game of skill and chance. Players compete against each other.
3	<u>Rolled Gold</u>	Game of chance. Players compete against the house.
4	<u>Barovian Boneyard</u>	Game of chance. Players compete against the house.
5	<u>Hag's Haggie</u>	Game of chance. Players compete against the house.
6	<u>I Cast 'FIREBALL'</u>	Game of skill. Players compete against each other.
7	<u>Tiamat</u>	Game of skill and chance. Players compete against each other.

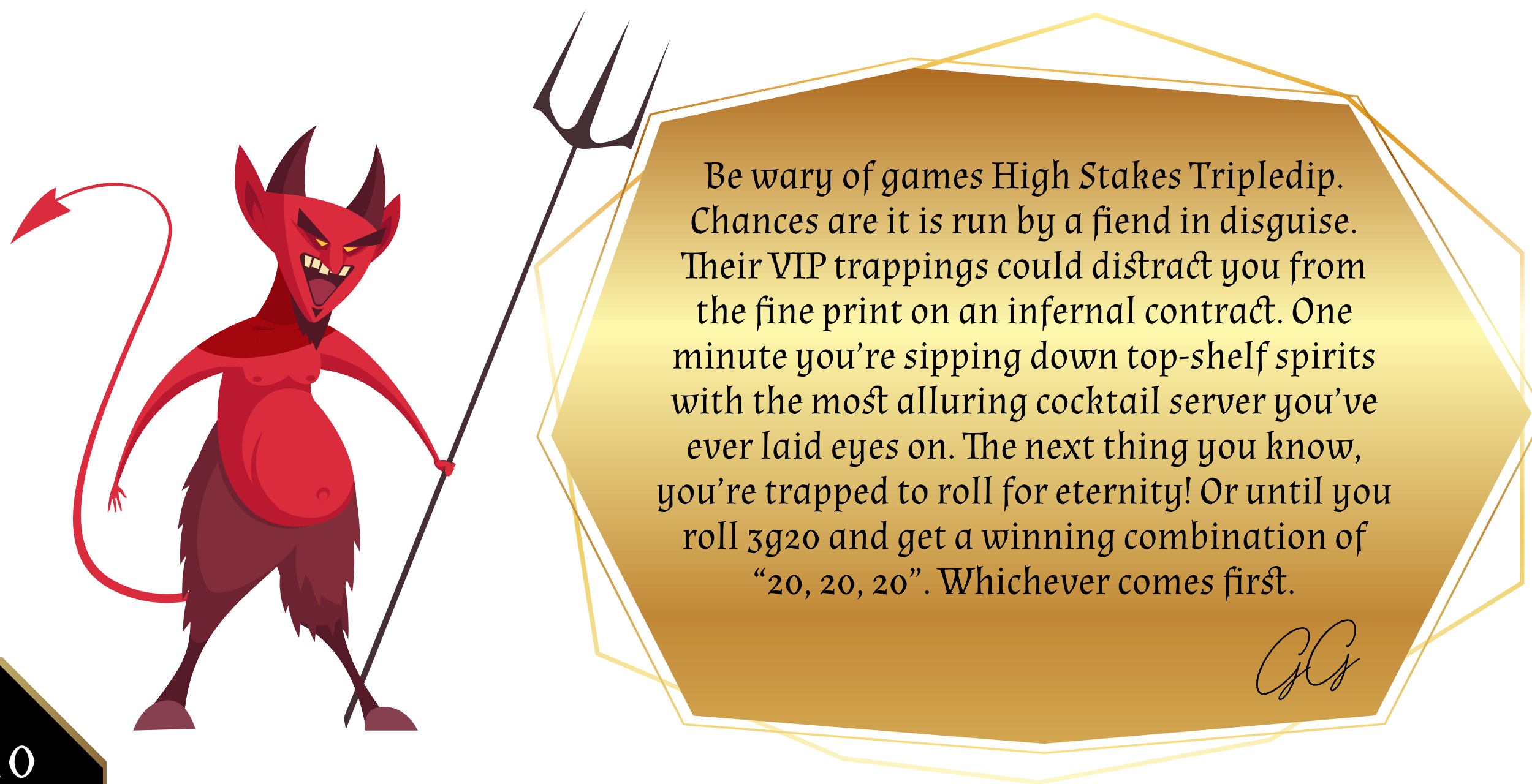
TRIPLEDIP



Tripledip is a game of chance played with three gembones of the same value. Exact rules vary from region to region, but there are some constants that hold true in every Plane of Existence:

- ◆ The number of gembones rolled is always three of the same value.
- ◆ Rolling triple of the gembone's highest value is always treated as a winning combination.
- ◆ Certain rolls establish a 'point'. Players roll and compare their points to determine a winner.
- ◆ If gembones are rolled outside of the designated playing area, or 'tray', it is considered an automatic loss for the player.

The most common variants of Tripleddip are played with 3g4, 3g6, or 3g8. With these combinations, points are scored often enough to keep each game relatively short. The odds of scoring points with higher gembones drop exponentially, so most gamblers don't waste their time.



Order of Play

This example is from a game of Tripleddip played with 3g4. Games played with gembones of higher value follow the same order of play.

Step One. The game begins. All players roll 3g4 in the betting zone, or 'tray'.

Step Two. Any player that scored a 'point' by rolling one of the winning combinations is 'locked' and does not roll again until a new game begins. (See Winning Combinations)

- ◆ If all three gembones show the same number, that number is the point score. This is known as 'trips'.
- ◆ If two of the three gembones show the name number, the number of the third gembone is the point score. This is known as 'dubs'.
 - If two players score the same point with dubs, the number on the non-scoring pair of gembones is the tiebreaker.

Step Three. All players that have not yet locked in a point reroll the same 3g4 until they roll a winning combination.

- ◆ All gembones must always be rolled.

Step Four. When all players are locked, the player with the highest winning combination wins the game.

- ◆ If the winner scored with dubs, all other players give the winner 1g4.
- ◆ If the winner scored with trips, all other players give the winner 3g4.
- ◆ If two or more players have the highest score and cannot be resolved by tiebreakers, those players reroll 3g4. The first player to score any winning combination wins the game.
 - All players that did not have the highest score of the initial game give the winner gembones based on the winner's initial highest score.
 - All players that also had the highest score of the initial game but did not win give the winner gembones based on the winner's final score.

Final Step. The game ends and a new game begins.

Automatic Losses

When all players are locked except one, that player has a number of rerolls equal to the value of the gembone used in the game to score a point. If they do not score in the allotted number of rolls, they lose all three gembones to the winner.

- ◆ **Example:** All players are locked except one. That player rolls four more times without scoring. That player gives the winner 3g4.

At any time during the game, if any of a player’s gembones roll anywhere except in the tray, that player loses and pays those gembones to the eventual winner. This is known as ‘cracked gembones’, or that the player ‘cracked’.

Winning Combinations

TRIPS	WINNER RECEIVES
4, 4, 4	3g4 from all players
3, 3, 3	3g4 from all players
2, 2, 2	3g4 from all players
1, 1, 1	3g4 from all players
Dubs ('X' is the pair of matched gembones)	Dubs tiebreaker is the highest 'X'
X, X, 4	1g4 from all players
X, X, 3	1g4 from all players
X, X, 2	1g4 from all players
X, X, 1	1g4 from all players

Games using 3g6 or 3g8 follow the same order of play, automatic losses, and winning combination logic.

Game Variants

- ◆ **Annam All-or-Nothing.** A new highest winning combination of the top three consecutive numbers of a gembone is added to each game. For example, a combination of 6, 7, 8 if playing with g8s. The first player to roll this winning combination automatically wins. All players give the winner all three gembones, and the game ends.
 - There is also a losing combination of 1, 2, 3. Any player that rolls this combination automatically loses the game, and gives all three gembones to the eventual winner.
- ◆ **Machae’s Golden Pot.** Each game all the gembones that would normally be given to the winner are placed in a secure place on the table visible to all players. This is known as the ‘golden pot’. The winner of each game does not contribute to the golden pot. Games continue as normal. The first player to roll a Trips winning combination wins the golden pot.
- ◆ **Mordenkainen’s Madness.** Three games are played concurrently using 3g4, 3g6, and 3g8. Players must always roll all unlocked gembones in a single roll, increasing the chance of cracked gembones. A player that cracked is considered cracked only for the game using that gembone. Each game resolves individually, with players paying the winner at the end of each individual game. No new games begin until all games end.
- ◆ **Nine Bells.** Sit down and experience exclusive, luxurious VIP accommodations a high roller like yourself deserves. The house pays 9 to 1 on all bets. Sign your name on your personalized gold-plated rolling tray. Enjoy endless bottle service. Our charming cocktail servers will drain your stress away. So much fun, “you’ll never want to leave!”

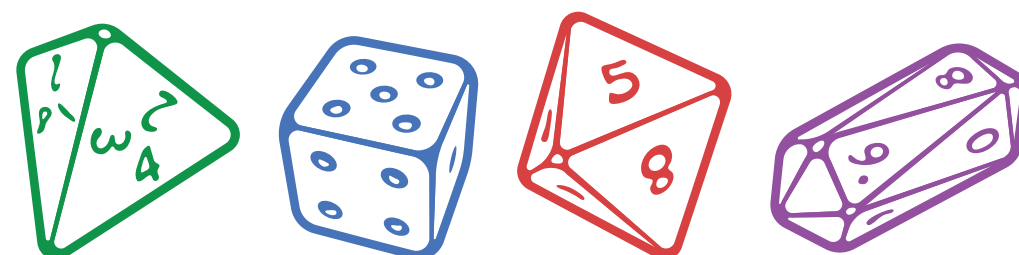


Point System

Even children who play Tripledip usually play for keeps. Playing for points is usually only done when teaching the game to a new player.

- ◆ Quick Game Target Score: 4, 6, or 8, depending on the gembone size.
- ◆ Full Game Target Score: 4, 6, or 8 × number of players

LUCKY No. 13



This game of skill and chance is popular among worshipers of the Trickery domain. Gamblers often attribute their luck to these deities of pranks, deception, and larceny. Whether motivated by faith or superstition, it is tradition to offer a portion of all winnings to the gods. The Gilded Nugget even includes altars to other faiths of the Trickery domain to allow for instant offerings.

Players compete against each other to be the first to roll a 13, Garl Glittergold's holy number.

Each player needs a g4, g6, g8, and g10. Players may roll each gembone only once, though not all need to be rolled. With each new roll, players decide which is greater: the risk or the reward.

The object of the game is to roll a total of 13 or the closest to 13 without going over. Rolling more than a 13 means you are out of the game. The gods have forsaken you for your greed.

Only gembones rolled in the game are risked as wager dice. Losers always pay one gembone to the winner. Which gembone is lost is determined by:

- ◆ The gembone's roll result
- ◆ How the game is won

Once a gembone is rolled, it stays on the table until the game ends for all to see the results. Gembones that you do not roll on your turn are considered 'unrolled'. Before your turn, all gembones are unrolled.

Players that roll later have the tactical advantage of knowing which player is currently winning and what is needed to beat them.

Order of Play

Step One. Each player rolls g10 to determine the order of play, beginning with the lowest number and continuing to the highest number.

- ◆ Players should physically rearrange in this order around the table if possible.
- ◆ If two or more players roll the same number, those players roll a g8 to determine their order between themselves within the overall order.
 - Continue this method for tiebreakers using a g6, a g4, and if necessary, a g2 (flip a coin).

Step Two. Players take turns in order rolling one gembone at a time, choosing from a g4, g6, g8, and g10, attempting to roll a total of 13 without going over, or 'busting'.

- ◆ Players may roll each gembone only once.
- ◆ Players may choose to stop rolling at any time.
- ◆ If a player either rolls over 13 or stops rolling, it is the next player's turn.

Step Three. Play continues until either:

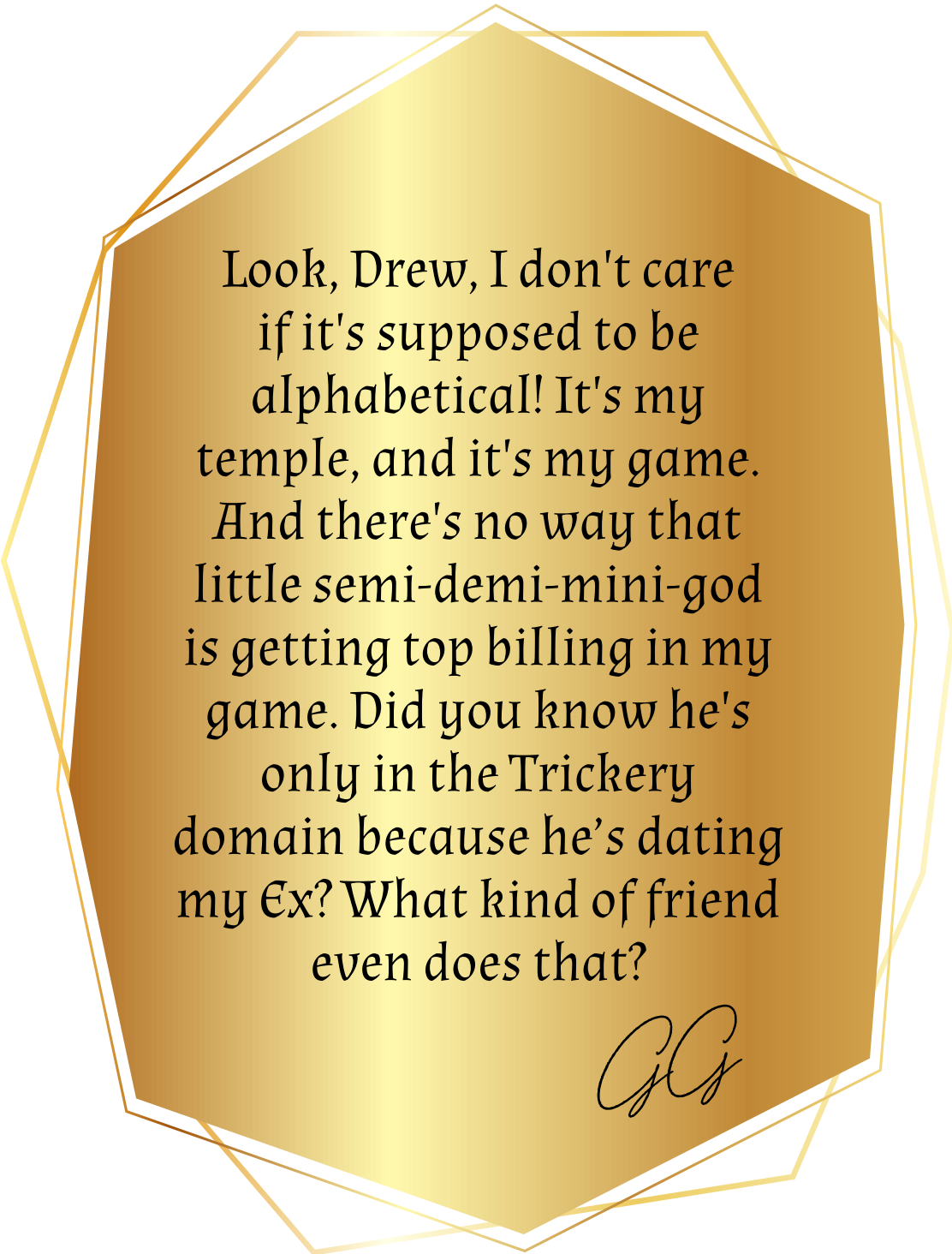
- ◆ Someone rolls a 13.
 - The game is over. They are the winner.
 - They win 1 gembone with the highest result from each player that took a turn.
 - If two or more gembones show the highest result, the winner gets the larger gembone.
 - It is possible that other players did not get to take their turn. This is another advantage of rolling later in the game.
- ◆ All players had a turn and nobody rolled 13.
 - The game is over. The player that was closest to 13 is the winner.
 - They win 1 gembone with the lowest result from each player that took a turn.
 - If two or more gembones show the lowest result, the winner gets the smallest gembone.
- ◆ If two or more players have the same highest result, the player that rolled the least number of gembones is the winner. All other players that rolled the same highest result do not give gembones to the winner.
 - If two or more players have the same highest result and rolled the same number of gembones, the player with the highest individual result is the winner, followed by the second highest result, and so on.
 - If the winning rolls are identical, reroll all the gembones in a single roll. The winner is the closest to 13 without busting.

Final Step. The game ends and a new game begins.

Game Variants

Blessings of the Tricksters. Each of the following rules may work as its own traditional game variant. In Blessings of the Tricksters, however, up to six players act as a champion of a different deity of the Trickery Domain. Before the first game, the player that rolled lowest chooses a deity's blessing, followed by the player that rolled second lowest, and so on. Once a player chooses a deity's blessing, that blessing is no longer available as a choice to the other players. Once a game begins, players may not change deities.

- ◆ **Garl's Gratuitous Gift.** On another player's turn, you may roll one of your unrolled gembones and add the result to their total. You may only do this once per turn. If you have not yet had your turn, gembones rolled in this way may not be used on your turn.
- ◆ **Brandobaris' Little Luck.** A little halfling luck from a little demigod. If you bust while having unrolled gembones, you may swap your last roll with a roll from an unrolled gembone. This is your last roll, even if you have other unrolled gembones.
- ◆ **Leira's Dice Deception.** Never tell the truth when a falsehood will do. Once on your turn, you must lie about the result of one of your rolls, choosing a number 1 higher or 1 lower than the actual result.



- ◆ **Mask's Shadow Swindle.** Wealth rightfully belongs to those that can acquire it. If a player directly before you or directly after you ends their turn with unrolled gembones, you win their smallest unrolled gembone.
- ◆ **Tymora's Bold Blessing.** The goddess of good fortune shines upon risk takers. If you roll a total of 12, you may choose to roll 1g2 (flip a coin; heads are equal to 1, tails are equal to 2). The result will either make you the winner with a 13, or make you bust with a 14.
- ◆ **Waukeen's Winning Wealth.** The Coinmaiden celebrates commerce in all its forms, including gambling. When you win, players that rolled a 10 or higher pay you the largest gembone they rolled, regardless of its result.



Point System

Devout followers of the Trickery domain donate all winnings to their church. Since every little bit helps, the actual value of each gembone they win is less important to them. The gembone point system is common in this game.

- ◆ Quick Game Target Score: 13
- ◆ Full Game Target Score: 13 × number of players

ROLLED GOLD

This is a game of chance with a number of players competing against the house. Each game has a minimum bet and players may choose to increase their wager during the game. Each game, a different gembone is offered by the house as the payout.



Order of Play

Step One. Players place the table minimum wager die, or 'buy in' in the betting zone, or 'tray'.

- ◆ Players may place a higher value die or more dice in the tray before the game begins.
- ◆ All dice in the tray before the game begins must be wagered in that game.

Step Two. The house rolls 1g20, and the game begins.

- ◆ If the house rolls a 1, all wagers in the tray are paid 1 to 1, and the game is over.

Step Three. The house calls the game's payout die based on the g20 result. (See Payout Table).

Step Four. The house calls for players to place their wager dice in the tray.

Step Five. Players place new wager dice in the tray, up to the table maximum.

- ◆ Three wager dice per game is standard.
- ◆ If the wager die is larger than the buy in die, a player may choose to remove the buy in die from the tray, or let it ride.

Step Six. The house will call for all bets to be final. The house inspects all trays. Players should not touch the dice or the tray until the house calls for players to roll their dice, or ROLL 'EM!

Step Seven. The house calls, ROLL 'EM!

Step Eight. Players roll each wager dice one at a time and leave them in the tray for the house to examine.

- ◆ Touching any dice or the tray after the final roll is considered bad form.

Step Nine. The house will examine each final roll:

- ◆ If the result is a 20, the house pays 3 to 2 of the payout. A 20 on the gembone is known as 'Rolled Gold'.
- ◆ If the result is equal to or higher than the house g20 roll, the player receives the payout die from the house.
- ◆ If the result is lower than the house g20 roll, the house takes the wager die.

Final Step. The game ends, and the next one begins. Players clear the tray of all dice except the buy in dice for the next game.



Bonus Dice

If the payout die and wager die are both a g20, a player may choose to add the result of one additional die, or ‘bonus’ to a single g20 roll to determine the total for the game:

- ◆ 1g4, or ‘Guidance’.
- ◆ 1g6, or ‘Bardic Inspiration’.
- ◆ 1g8, or ‘Superiority’.

Players may only use one of each bonus type in a game.

- ◆ Before the house calls ROLL ‘EM! bonuses should be stacked on top of their corresponding wager dice in the tray.
- ◆ Players must roll bonuses in a single roll along with their corresponding g20 wager die.
 - If there are more dice in the tray than one wager and bonus set, it is considered good form to line up the corresponding wager and bonus sets for the house to examine.
- ◆ The house takes all bonus dice used each game, regardless of the outcome of the roll.

Payout Table

HOUSE D20 ROLL RESULT	PAYOUT DIE
2-3	g4
4-6	g6
7-8	g8
9-10	g10
11-12	g12
13-18	g20
19-20	g100

Game Variants

- ◆ **Acererak’s Bane.** After examining each final roll, the house rolls 1g4 and subtracts the total from all player rolls. On a player roll of 20, the house pays 6 to 5 of the payout.
- ◆ **Dark Moon Heresy.** The house rolls are made with advantage in one game and disadvantage the next. A player must play the minimum wager die in each pair of games.
- ◆ **Flying Snake Tax.** A player must beat the house roll in order to claim the payout. In the event of a tie, the house wins.
- ◆ **Jarlaxle’s Charm.** Payout is always g20 or g100. The house rolls of 12 or less will be rerolled before the game begins.
- ◆ **Red Wizards Duel.** After examining each final roll, the house rolls a bonus die the same value as the highest bonus die in the game and adds the result to the house roll. The result does not change the payout. A player’s bonus die is not lost if the total roll is enough to earn the payout.
- ◆ **Vault of Dragons.** No numerical limit on the number of wager dice in a single game. Only dice rolled in the tray will be active. A player must roll all wager dice in a single roll. No bonuses are used in this game.

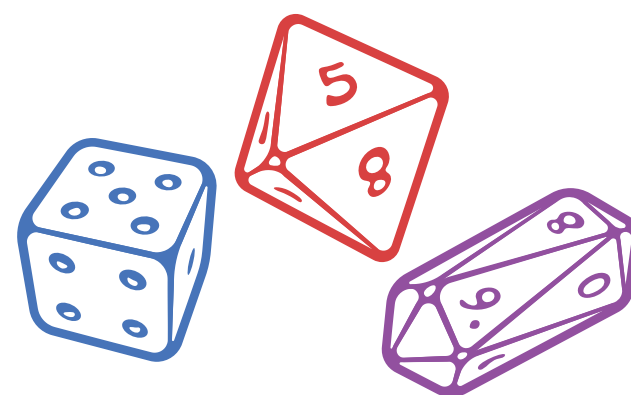
Point System

When playing for points, Rolled Gold becomes a race against:

- ◆ Quick Game Target Score: 20
- ◆ Full Game Target Score: 100



BAROVIAN BONEYARD



This is a game of chance played against the house. The winning conditions change each game, depending on the house roll. A player must buy in before knowing the odds. A game is played using either g6, g8, or g10.

The game originates from an ancient land. A demiplane of dread. The name of each roll result is rumored to be taken from a map of the countryside, although nobody knows for certain.

Order of Play

This example is from a game of Barovian Boneyard played using g6s. Games played with gembones of higher value follow the same order of play.

Step One. All players place their g6 wager die in the tray.

- ◆ A player may choose to wager multiple gembones for the same game. Each roll resolves individually.

Step Two. The house rolls 2g6. The game begins.

Step Three. The range between the results of each of the house rolls determines the winning combinations for the game. The greater the difference between the two rolls, the better odds the player has of winning.

Step Four. Players roll 1g6 and compare the result to the house rolls:

- ◆ Results lower than the highest house roll and higher than the lowest house roll are known as 'Ravenloft'. Payout is 2 to 1.
- ◆ Results matching either of the house rolls is known as 'Svalich'. Payout is 1 to 1.
 - If the house rolls doubles, matching the roll is known as 'Vallaki'. Payout is 2 to 1.
- ◆ Results higher than the highest house roll and lower than the lowest house roll are known as 'mist'. The player loses the gembone they rolled.
 - House rolls of the highest and lowest value on the gembone are known as 'Van Richten'. A player will win something on Van Richten no matter the result of their roll.

Final Step. The dealer calls out the name of each player's roll and payouts are resolved. The game is over, and a new game begins.



Winning Combinations

PLAYER'S ROLL...	ROLL NAME	PAYOUT
< Highest house roll AND > Lowest house roll	Ravenloft	2 to 1
= One house roll	Svalich	1 to 1
= Both house rolls	Vallaki	2 to 1
> Highest house roll OR < Lowest house roll	Mist	Player loses

Game Variants

- ◆ **Blinsky.** Instead of gembones, winners receive a payout of tickets equal to total gembones won. (2g6 = 12 tickets) Tickets are traded in for prizes: oddly creepy stuffed toys. Is no fun, is no Blinsky!
- ◆ **Madam Eva.** The players roll before the house.
- ◆ **Storming the Castle.** In this variant, all players are playing against the house. If a player rolls mist, that player loses each subsequent game and cannot leave the table or roll in a new game until another player rolls ravenloft.
 - All players that rolled mist can join the next game once a player rolls Ravenloft.
 - If all players roll Ravenloft in a game, the house pays X to 1. X is the number of players in the Game.
 - If all players end a game in the mist, the house collects 3 to 1, and all players join the next game.
- ◆ **Vistani Stowaway.** Payout is 2 to 1 on mist. All other results are a loss.
- ◆ **Wolves in the Woods.** Svalich is a loss for the player.

Point System

Which player will be the first to escape the mists of Barovia?

- ◆ Quick Game Target Score: 20
- ◆ Full Game Target Score: 20 × number of players



HAG'S HAGGLE

This is a game of chance against the house. The house rolls two gembones equal in value to set the winning conditions for the game. Players roll one gembone twice the value of one of the house's gembones to determine the outcome.



Between the winning combinations changing every game and the 1 to 2 payout for rolling higher than the house, the constant exchange of gembones feels like making a deal. Dealers also have free reign to offer side bets to individual players. Be sure to honor the code of conduct of the table, especially if the dealer looks like a miserable old crone. Every gambler has at least one tall tale about a disrespectful player losing more than their gembones...

Order of Play

Step One. If this is the first game or any new players have joined the game, the dealer will state their code of conduct for the table.

Step Two. The dealer calls which gembones will be rolled in the game. Unlike most games, the gembones used may change each game, at the dealer's discretion.

- ◆ At any point during a game, the dealer may ask a player if they wish to make a side wager on the result of a single roll. This is known as 'Striking a Bargain' and is commonly offered to players after a few consecutive unlucky rolls.

Step Three. Players place wager dice in the tray.

Step Four. The house rolls. The game begins.

Step Five. The players roll their wager dice in the tray.

- ◆ Any gembones rolled outside of the tray are lost, but the dealer may ask the player if they want to 'strike a bargain' to redeem it.

Step Six. The house inspects all rolls.

- ◆ The dealer pays close attention for any players breaking their code of conduct.
- ◆ The dealer may offer to strike a bargain:
 - Players that lost may be offered a second chance.
 - Players that won may be offered a chance at even greater odds.

Step Seven. Payouts are resolved:

- ◆ If a player rolled the same number as the total house rolls, the player wins 3 to 1, 6 to 1, or 9 to 1 depending on the game's gembone.
- ◆ If a player rolled higher than the total house rolls, the player wins 1 to 2.
- ◆ If a player rolled lower than the total house rolls, the player loses.

Final Step. The game ends and a new game begins.



Let's be real. There's some awfully creepy stuff that goes on with hags. How 'bout we leave all that child endangerment nonsense off the table? C'pisce?

GG

Code of Conduct

Each Hag's Haggles dealer has their own personal code of conduct for players at their table. This code may include any number of seemingly obvious or ridiculous rules. A dealer develops their code from experience, so it is usually safe to assume that the older the dealer, the longer their codes of conduct. The inverse is also true. Never assume anything based on the appearance of your Hag's Haggles dealer.

Players caught breaking the code of conduct are treated as if they were caught cheating.



D8 HAG'S HAGGLES DEALER CODES OF CONDUCT	
1	Gembones should be handled and rolled with the left hand only.
2	Players may only address each other by the nicknames I provide them.
3	Gembones must be stored in an invisible miniature treasure chest after each game and removed before the next game.
4	Green is my favorite color. Players must give me a green gift to play at my table.
5	Players must keep one finger on or in their nose at all times.
6	A player that swears must place their forehead on the table and keep it there until another player swears and takes their place.
7	7 is my lucky number. Any gembones that roll a 7 belong to me.
8	I love dinosaurs. All gembones must be rolled with tyrannosaurus rex arms.

Winning Combinations

HOUSE ROLL	PLAYER ROLL	PAYOUT ON MATCH	EXCEED PAYOUT 1 TO 2
2g4	1g8	3 to 1 (3g8)	1g4 (lose 1g8)
2g6	1g12	6 to 1 (6g12)	1g6 (lose 1g12)
2g10	1g20	9 to 1 (9g20)	1g10 (lose 1g20)

Striking a Bargain

If a player is down on their luck and ready to walk from the table, or is riding a wave of confidence after a series of big rolls, offering to strike a bargain can drastically shift the momentum of a game. These side bets are made directly between the player and house. In this case, the player still rolls with the wager dice of the game, and is betting with gembones not already part of the game.

Dealers are empowered to strike any bargain that may tantalize a player to agree exceptional stakes. Here are some examples:

- ◆ **Beginner's luck!** Treat this big win as a loss, and for the next 3 games you may roll two dice and take either result.
- ◆ **You were so close!** I'll give you double or nothing. Roll another gembone and if you win, it's a push. If you lose, I'm taking both.
- ◆ **You feeling lucky?** Call your shot. Guess the result of your next roll. Guess right, I'll payout 10 to 1! Guess wrong? Win or lose, that gembone is mine!

Point System

When playing Hag's Haggles for points, the target score is entirely up to the dealer. Every dealer has a sentimental reason for choosing their number; you would be wise to not question it.

- ◆ Quick Game Target Score: ?
- ◆ Full Game Target Score: ? × number of players

I CAST 'FIREBALL'

A fast-paced game of skill pitting all players against each other in a race to see who can roll their gembones the fastest. Each time a new winner is crowned, an illusioned fireball is cast on the table and any spectators within the blast radius. Losers of the game are known to cry out in agony. Not from fire damage (the fireball is harmless), but from losing out on a massive pot of gembones when a hot hand is rolling.

The game is played with 8g6. The first player to roll all gembones of the same number is the winner. Players may roll as fast as they can, there are no rounds in I Cast Fireball. Players are encouraged to break a g100 into g6s before starting a game.



This one is fun for the whole family! Grabbed this game while in line at a craft store buying thirteen gallons of gold glitter glue. What? The **demogorgon's** heads aren't going to glue themselves together!

GG

Order of Play

Step One. All players hold 8g6 in their hands and begin shaking until a dealer or designated spectator calls 'cast'! The game begins.

- ◆ Whomever called cast is also expected to watch intently to see which player wins first.

Step Two. All players roll 8g6 and examine the results, looking for which number appears the most often. This is known as the player's 'target'.

- ◆ Once a target is selected, all gembones with that result are placed to the side. Those gembones are considered 'locked' and cannot be lost this game.

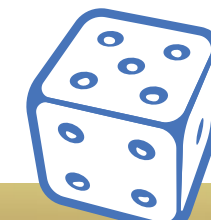
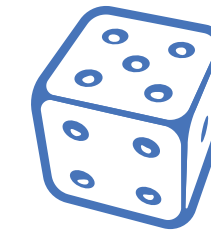
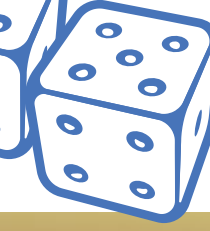
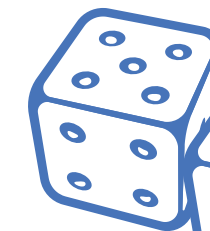
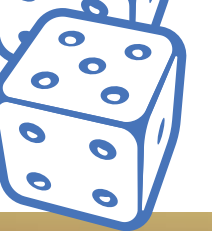
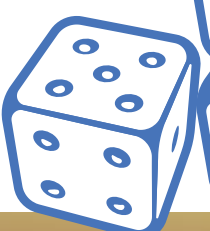
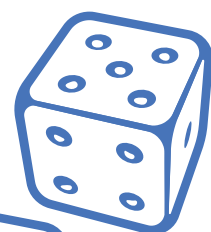
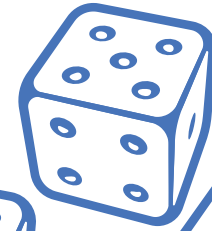
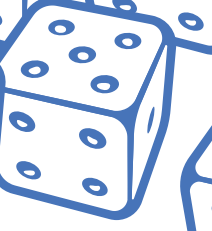
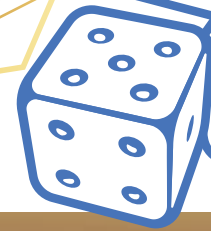
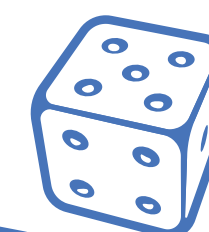
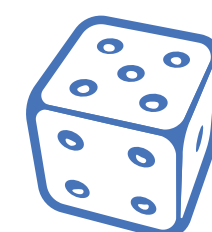
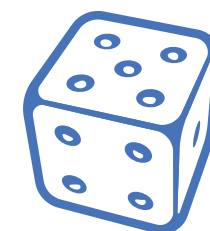
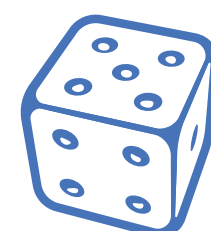
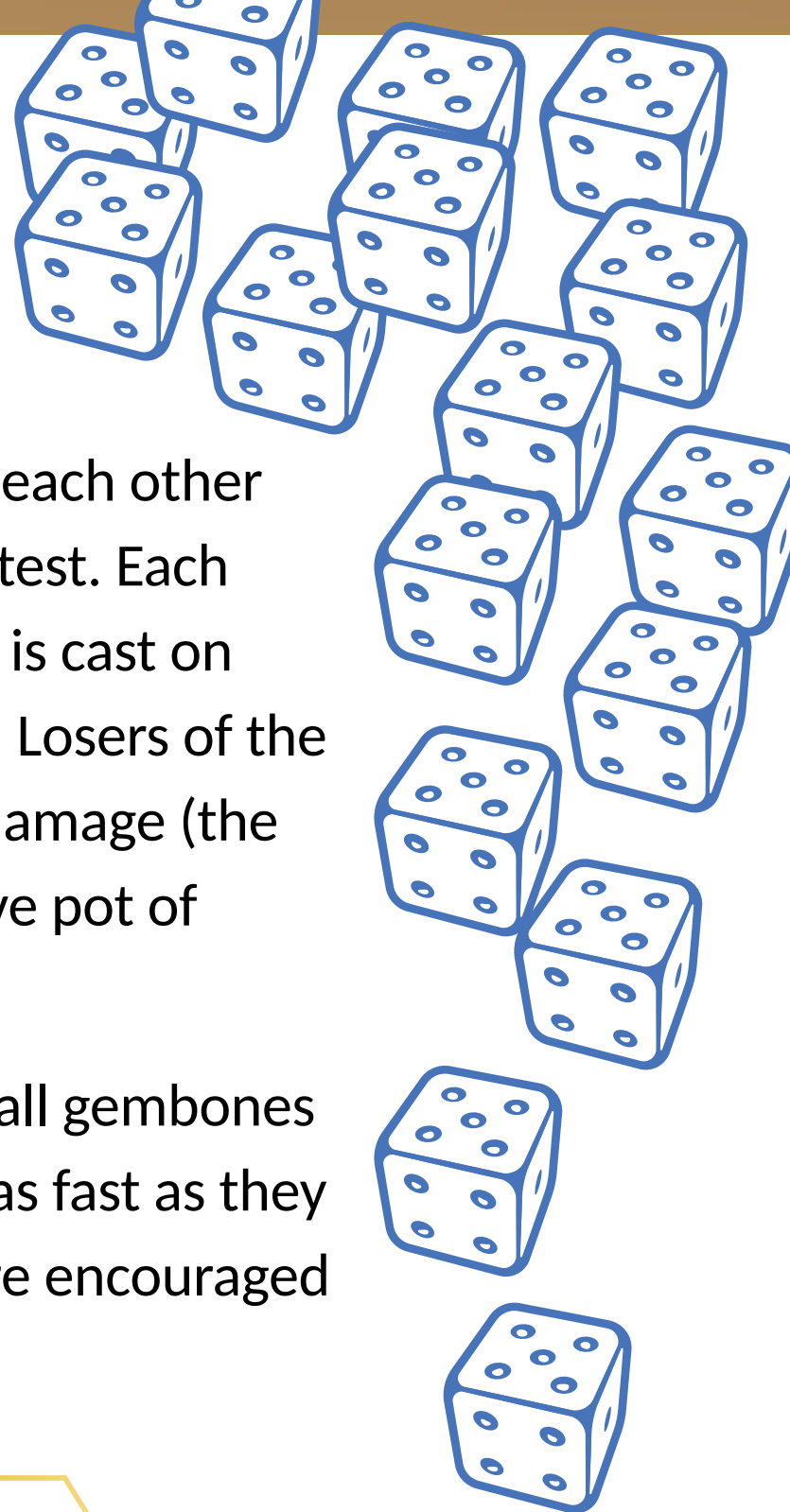
Step Three. Players reroll all remaining gembones. Gembones that rolled the target are placed aside with the others.

- ◆ Players may choose to change their target mid-game.

Step Four. Play continues until one player has rolled all their gembones to a single number. As soon as that happens, that player yells 'FIREBALL'! The game ends. All other players stop rolling.

Final Step. All players take any gembones that were not yet locked and give them to the winner. A new game begins.

- ◆ In the event of a tie, the other players decide who was the winner.
- ◆ If they cannot agree on a winner, whomever called cast decides which player was the winner.



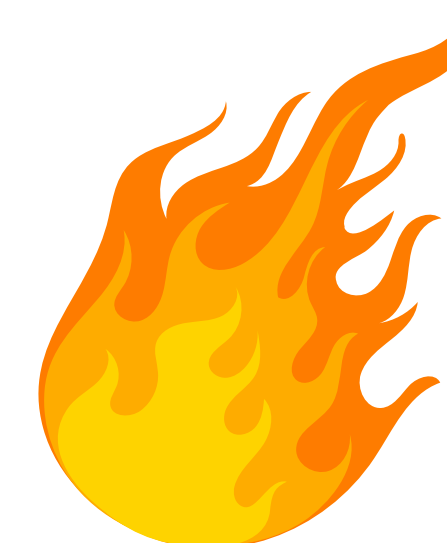
Game Variants

- ◆ **At Higher Levels.** The game is played with more gembones, up to a maximum of 14g6.
- ◆ **Evocation Overchannel.** All targets must be the highest value on the gembone.
- ◆ **I Cast 'Cone of Cold'.** The game is played with g8s instead of g6s.
- ◆ **I Cast 'Flame Strike'.** Each player chooses two targets. The winner is the first to roll half their gembones on one target, half on another. If playing with another variant that calls for an odd number of gembones, the extra can be rolled on either target.
- ◆ **I Cast 'Meteor Swarm'.** An extremely high stakes game where players roll 40g6. The winner is the first to roll 20g6 on one target and 20g6 on another. Like most games played at the highest level, even a single round can take all night.
- ◆ **I Cast 'Wall of Fire'.** Locked gembones must be stacked on top of each other. Any gembones that fall from the stack become unlocked and must be rolled again.

Point System

With such a fast-paced game, it can be difficult to keep up with all the rolling. The Full game is really only for those Asmodeus-worshipping sadists out there.

- ◆ Quick Game Target Score: 5
- ◆ Full Game Target Score: $5 \times \text{number of players}$



TIAMAT



This game of skill and chance is played with up to 5 players using a special deck of playing cards. The deck has 50 total cards, consisting of 10 cards each of 5 different colors: Green, Red, Blue, Black, and White. The individual cards have no numerical value, and no one color has a higher value than another. Games often last several hands. Players get eliminated as the game goes on, until one player is left as the winner.

Tiamat is a popular spectator game and often draws an audience. True Tiamat cards are magical. When players reveal their final hand, illusions of dragons representing the player's score spring to life on the table. The illusion dragons clash in a flash of battle until only the winner's dragon is left alive. This exciting scene plays out in just a few seconds, leaving the audience eager for the next hand.

The game is played with the 1g100 gembone, which is used to keep score. Unlike most gembones games, it is not rolled as part of the game, other than to determine which player deals first.

Oh so you just gotta have a card game? You got it! Picked these magic cards up from a lovely Ioxodon in Ravnica.

GG



Order of Play

Step One. Two to five players each place 1g100 on the playing area visible to all players. All players roll 1g100. The player with the highest roll becomes the ‘dealer’, responsible for shuffling and passing out cards in the first game.

- ◆ All players place their 1g100 with the highest value ‘00’ facing up.
- ◆ Each player begins the game with 10 total points, or ‘life’. The 1g100 is rotated at the end of each hand to reflect the player’s new total life. This is known as a ‘life counter’.

Step Two. The dealer shuffles the deck and deals a card face down to every player, starting with the player sitting to the dealer’s left and continuing clockwise until all players have 5 cards. The remaining deck is placed aside for now.

Step Three. The game begins. Each player picks up their cards, or ‘hand’ and tries to make a winning combination. (See Winning Combinations).

Step Four. Players may choose up to 4 cards to discard and replace with new cards. Discarded cards are placed face down in front of the player until all players that wish to discard have done so.

Step Five. The dealer deals each player their new cards face down, dealt in the same order as the initial deal. Discarded cards are placed in a pile face down, and are not used again until the next hand.

Step Six. Players reveal their hand and announce their highest winning combination.

Step Seven. The player or players with the highest winning combination reduce life, or ‘damage’ all other players by the damage value of their hand.

- ◆ All players reduce the amount of damage they take by the damage value of their own Hand. This is known as ‘blocking.’

- ◆ All remaining unblocked damage is reduced from the player’s life.
 - If two or more players are tied with the same highest winning combination, any player that has a second winning combination can use it to damage the other tied players that do not have a second winning combination.

Step Eight. Players rotate their life counters to reflect the damage taken in this hand.

- ◆ When a player is reduced to 0 life, they lose the game. Their g100 is placed in a secure place on the table visible to all players, or the ‘hoard’.

Step Nine. The Hand is over, and a new hand begins. The player to the dealer’s left becomes the new dealer.

Final Step. Play continues until only one player has life remaining. That player is the winner of the game, and wins the hoard. The game is over.

- ◆ Players that were eliminated or new players may not wager another 1g100 to join, or ‘buy in’, to a game in progress.

Winning Combinations

HAND BEST RESULT	HAND NAME	HAND DAMAGE VALUE
1 card of each color	Tiamat (best hand)	5 Damage to ALL players (can’t be blocked)
5 cards of one color	Ancient Dragon	5 Damage
4 cards of one color	Adult Dragon	4 Damage
3 cards of one color	Young Dragon	3 Damage
2 cards of one color	Dragon Wyrmling	2 Damage
1 card of one color	Dragon Egg (not used in scoring, but it is cute)	0 Damage

Game Variants

- ◆ **Bahamut.** Two teams of two players oppose each other. Teams are designated as 'Chromatic' and 'Metallic'. The Metallic version of Tiamat is known as 'Bahamut'.
 - Gameplay continues as normal, but teammates cannot damage each other.
 - If both players on a team are still in the game when both players on the other team are eliminated, the winning team splits the hoard.
 - If one player on a team is still in the game when both players on the other team are eliminated, that player is the sole winner.
 - It is considered good form to split the hoard with an eliminated teammate, but not required by the rules.
 - The Metallic team's illusioned dragons appear as metallic dragons with the corresponding breath weapon as their chromatic counterparts. (Green = Brass; Red = Gold; Blue = Bronze; Black = Copper; White = Silver) This does not impact gameplay.
- ◆ **Dracolich.** Players eliminated may choose to buy back into the game by wagering another 1g100. If a hand ends with one player scoring Tiamat and all other players eliminated, the game is over with no option to buy in.
 - Once an eliminated player buys back in, their illusioned dragons appear as undead dracoliches. This does not impact gameplay.

- ◆ **Dueling Dragons.** If a hand which would decide the winner of the game ends in a tie in which no players take damage, players may agree to take control of their illusioned dragons manually by manipulating the cards and engage in combat to determine the winner.
 - The table itself holds the illusion of ruins of a crumbling, stone arena 100-feet long, 80-feet-wide, and 60-feet-tall. players will find they are unable to move their illusioned dragons beyond this range.
 - When a player's illusioned dragon is reduced to 0 hit points, that player is eliminated.
 - Gaming establishments will announce this showdown as it occurs, drawing a massive crowd of onlookers. Oftentimes, side bets between spectators can draw more bets than the actual hoard is worth.
 - It is considered good form for gaming establishments to tip all players for engaging in the spectacle, and for any spectators that won a large side bet to tip the player that helped them win.
 - Stat blocks for all dragons can be found in the *Monster Manual*. Roll initiative!

Point System

Tiamat is the one game that already has a point system!

- ◆ Quick Game Target Score: One game
- ◆ Full Game Target Score: Best of five games



◆ CHAPTER III ◆

GAMBLER'S CODE

Now that you've read the rules of the games, here are the unwritten rules of being a player.

Good Form

Just as there is honor among thieves, there is good form among gamblers. By demonstrating good form, you are showing respect to all other players, the house, and the tradition of the game itself. Players that show bad form are treated with suspicion or disdain.

Good Form

- ◆ Not touching gembones once they are rolled.
- ◆ Keeping gembones not in play off the table.
- ◆ Tipping a casino worker after an extended game or large win.

Bad Form

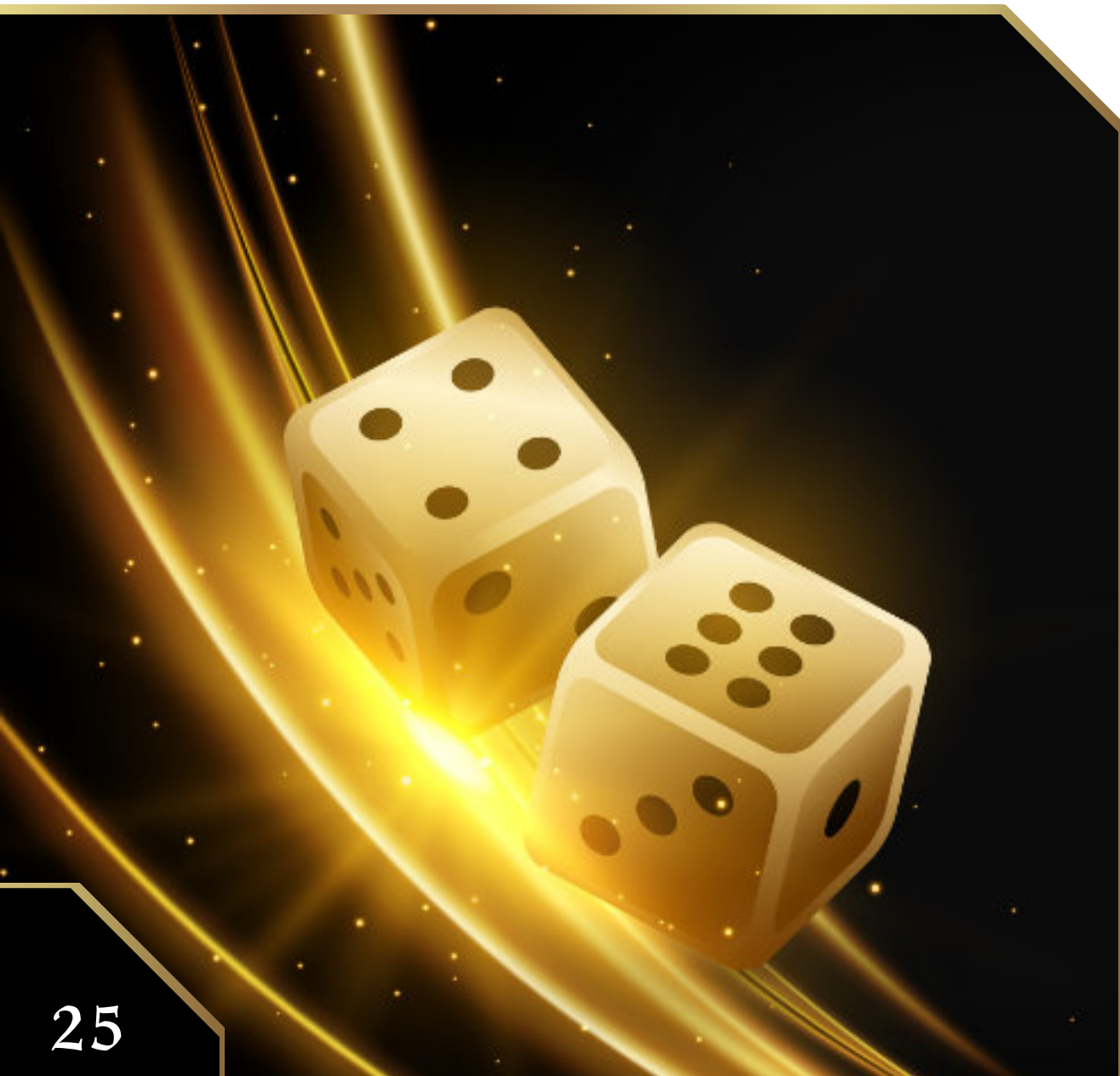
- ◆ Handling or shaking gembones before or after the roll.
- ◆ Touching another player's gembones or tray.
- ◆ Asking for a 'do over'.

Cheaters

There's one thing every professional gambler can agree on: cheating isn't fair. Cheating is more common in card games, where an ace up the sleeve or dealing from the bottom of the deck is easy enough for nimble fingers to manage. Cheating in gembones is nearly impossible. The random nature makes reliably manipulating their result extremely difficult, even for an expert rogue. Gembones of a gold base or higher are often crafted with abjuration magic. The numbers will glow if the roll was altered. Experienced gamblers and dealers are vigilant of this warning sign.

The penalty for cheating will differ depending on where the game is held. In a common tavern, a brawl may break out. In a gambling establishment, cheaters may be shaken down for their gembones and forcefully removed from the property.

At the Gilded Nugget, cheaters are dealt with by the followers of Glittergold as only they would: with an epic prank. A manager will act impressed with the cheater and escort them to the VIP Throne Room. The cheater will be offered a magic item, said to be from Garl's personal collection. The items seem impressive while in the Gilded Nugget, but reveal their true playful nature when the time is right.



Each of these items require attunement and are cursed. The attunement can only end by making a donation to the Church of Glittergold at least 10 times the amount they were accused of cheating.

Belt of Gnome Giant Strength

Wondrous item, rare (requires attunement)



This belt is made from a thick leather strap with big gold plates fit for a champion. While wearing this belt, your Strength score changes to 10. The item has no effect on you if your Strength without the belt is equal to or lesser than the belt's score.

Duck Blade

Weapon (shortsword), legendary (requires attunement)



A shortsword that looks and functions just like a *Luck Blade*. There is one gem remaining in the hilt and a duck carved into the pommel. When you attempt to use the *wish* function, you instead conjure 10d100 ducks to the area around you.

Can't find duck in the *Monster Manual*? Check page 121.5. Right between dryad and duergar. Keep looking...

Still can't find them? Aww, sorry buddy! They must have flown away. Just slap a swim speed on a **raven** and call it a day.

GG



Snake Eyes Greatsword

Weapon (greatsword), rare (requires attunement)



A sleek, silver +1 greatsword with a serpent motif. All damage rolls made with this weapon are treated as if the dice rolled a total of 2.

Stone of Fool's Luck

Wondrous item, rare (requires attunement)



While this glimmering nugget of pyrite is on your person, you think you have advantage on Ability Checks and Saving Throws. You actually have disadvantage.



The Power of 13

Since you've made it this far, I'll let you in on a little secret.
13. My holy number. Gnomes celebrate the Communion of
Laughter on the 13th of each month.

Why?

A 13 in gembones always gives players the greatest
reward-to-risk ratio. Forget 20s. Natural 13, baby!

My gift to you. So next time you see the house roll a 13 in
Rolled Gold, go all in with gusto. Garl's got your back.

Garl Glittergold

♦ GLOSSARY ♦

Bust. Losing a game by scoring over a target amount.

Buy in. A bet that is required prior to the start of a game or round.

Dealer. A person passing out cards to other players. This could be an employee of the casino. Players may also take turns acting as a dealer.

Double or nothing. A bet to determine if a previous loss will be cancelled or doubled.

Game Variant. A standard change of a game's rules to slightly alter how the game is played or won.

Gembone. Polyhedral dice that also represent currency.

House. The casino or gambling establishment.

Odds. How much a player stands to win based on the size of their wager.

Order of Play. Instructions for learning to play each game.

Payout. The amount won from the house.

Player. Someone participating in the game that is not the House.

Pot. A collection of lost wager dice to be given to the eventual winner.

Probability. How likely something is to happen.

Result. The number facing up on a gembone after it is rolled.

Stake. The amount wagered in a game.

Tray. An area where gembones used in the game are rolled.

VIP. Very Important Person. A high-value player that will get special treatment from a casino.

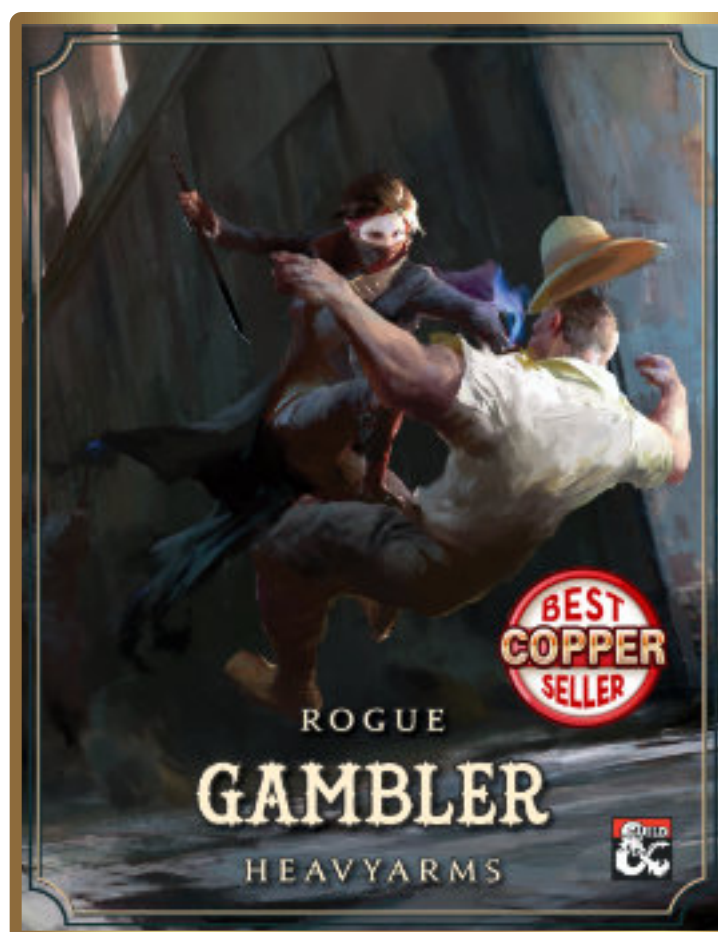
Wager Dice. Gembones that are rolled in a game that are lost if the game is lost.

Wager. Any bet made at a casino.

Winning Combinations. A list of how to win each game and the relevant payout for each bet.

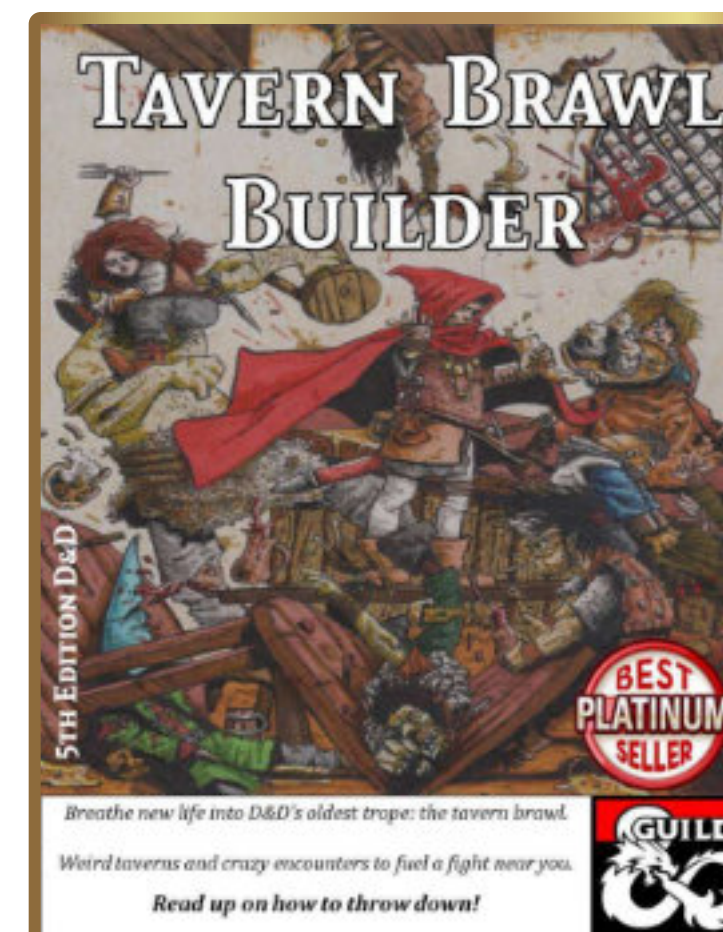
◆ MORE DUNGEON MASTERS GUILD GAMBLING ◆

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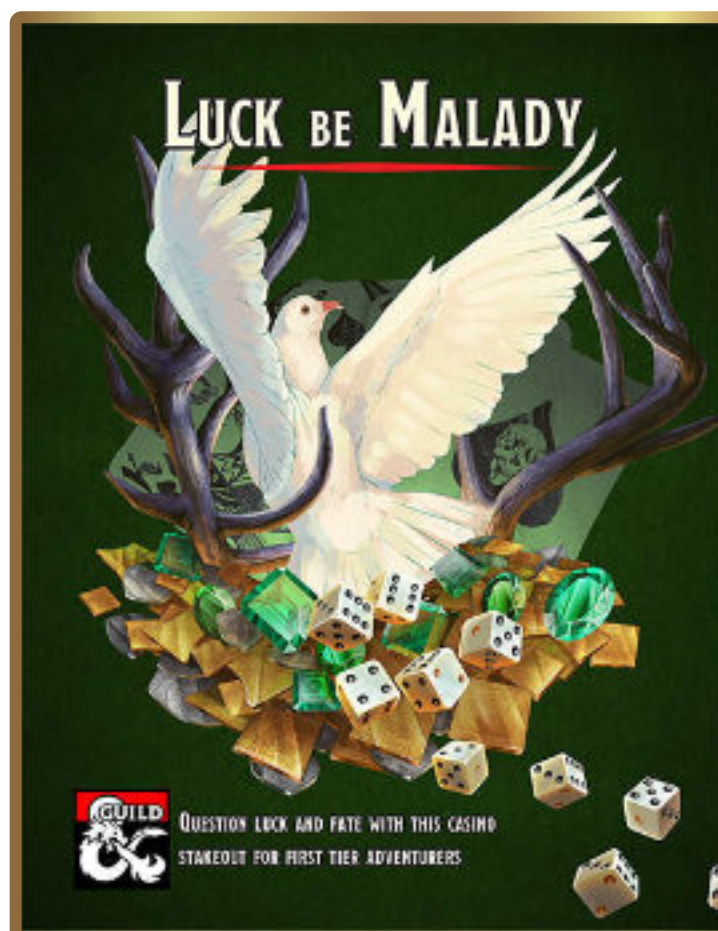
[The Gambler: A Roguish Archetype](#) by heavyarms.

Exactly the kind of character that would love to roll some gembones!



[Tavern Brawl Builder](#) by Jean Lorber.

Failed your Charisma (Deception) check to cheat the house? Consequences, my friend. Consequences.



[Luck Be Malady](#) by TL Massey

A high-stakes stakeout in a Waterdeep casino. Is the house crooked? Or is the Maid of Misfortune just up to her old tricks?



[Festivals, Feasts & Fairs](#) by Ashley May.

Casinos like the Gilded Nugget are non-stop entertainment, and *Festivals, Feasts & Fairs* has it all: Acrobats. Buffets. Sad trained tigers. Drinking contests with carnies. Deep-fried halflings. You know. It's that thing, when like, you cast *reduce* on a halfling so they can jump in a *cornucopia of crispness* then you dip them in sweet and sour sauce.

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That was fun... let's do it again!

Got a friend that you just know would love playing Dungeons and Dragons if they gave it a chance? Do they already play other nerdy board games? At your next game night, sprinkle some gembone games into the evening while you're taking a break to find where the cat knocked the 'Longest Road'. You already know your dice are magical. Once they know a d12 exists, they're going to want to use it to swing a greataxe in no time.

Q: What do you call someone greater at gambling than you?

A: A Better Better.

GG

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