

HARE RACES

MANY CONTENDERS. ONE WINNER.

Introduction: Players are able to view varying payout odds for various hares in the race, make bets, roll for outcomes & quickly calculate winnings in this fun and exciting mini-game that can be dropped into any session with zero preparation. DM tips for customizing the experience and increasing immersion are also included.

A Gambling Mini-Game for 1 or more players

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HARE RACES

There's only one thing that separates the men from the beasts... and it sure as the Nine Hells ain't hare racing!

—Bernie Hillendale

A Day at the Races

Everyone in the Chalkbarrow District knows that it's possible to make it big betting on the hares; None but a few starry-eyed dreamers are naive enough to think they might.

Hare Races are typically an impromptu sporting event that can quickly pop up in a back alley or courtyard for a single race or series of heats. Established Hare Race tracks can be found in bigger cities wherever gaming is legal.

Setting the Scene

Use the following description or write one of your own to set the scene:

Amid the hustle and bustle of your surroundings you can hear a small crowd cheering from behind you. As you turn to look you see group of people packed together in an arc, eyes fixed toward the ground in front of them.

You find a break in the crowd and are able wedge yourself between a couple of friendly looking humans. Several rows of onlookers ahead of you break your line of sight but you're able to spot an oval approximately 30' in length with short wooden sides.

The cries of "GO GO GO!" ring out among the loud cheers as you see blurs of gray and white pass by in the ring further ahead.

"BLAST IT ALL!" The human on your left cries out as the crowd erupts in a cacophony of applause, shouts, and jeers.

"Next heat in 3 minutes. Place your bets!" a shrill voice calls out from nearby the ring.

The Rules

Share the odds of each competitor with the players and allow them to place bets - be sure and reduce their character sheets by this amount at the time of the bet. (Any bet limits or minimums are at the discretion of the DM)

Roll 3d6 for each Hare. Sum the total and add the appropriate modifier for the particular Hare according to the *Hare Race Odds Table*. The highest total wins. Ties are won by the hare with the highest modifier.

For quick calculation of total payout, multiply the Payout value of the winner by the value of the bet placed on them. (For example, if a player places a 10 gp bet on *The Aging Champ* and wins, their total payout is 10 gp x 3 = 30 gp)

Hare Race Odds Table

Competitor	Odds	Payout	Modifier
The Favorite	1/4	1.25	+4
The Contender	1/1	2	0
The Aging Champ	2/1	3	-2
The Underdog	3/1	4	-3
The Long Shot	10/1	11	-6

The Competitors

Use the following descriptions to add to the immersion - or write your own!

The Favorite is bigger than any hare you've ever seen. It's no wonder this powerful looking creature is the shoe-in to win it all.

The Contender is a sleek white hare with a twitchy demeanor and has a strong chance to win.

The Aging Champ has a bit of gray in her sleek black coat though her former glory can still be seen in this racer's powerful frame.

The Underdog has a chunk missing out of its left ear and some scarring in his gray coat from a bout with a predator. This one's a fighter!

The Long Shot is the thinnest hare of the lot and has never really been one to show a knack for speed. But maybe today is his day.

DM Tips

- For added excitement, narrate the race successively with each "round" of rolling the d6 (adding in appropriate descriptors for the modifiers)
- Have players that bet on a particular hare be the ones to roll for that hare. Or share the wealth and have every player at the table pick one to roll for.
- Feel free to re-skin this mini-game for whichever creature fits your world and the size of the track to fit your setting. Owlbear Races!? Yes, please!
- The odds for each hare have been set with a slight "edge" to the house as long as all 5 competitors are involved. You can let your players play as many rounds as you would like without worrying about an exploit to the odds. Remember though - while the chances of winning 5 times in a row aren't great - it could still happen!