

MEDIEVAL GAMES

FOR TAVERNS AND OTHER FINE ESTABLISHMENTS



20 minigames to incorporate in any setting and bring
your world to life — or make your party go broke



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CONTENTS

MEDIEVAL GAMES

Dice Games	2
20 Jesters	2
Fours of Fate	2
Prophecies & Gold	2
Fool's Luck	2
The Cursed One	3
Crown War	3
Skill Games	3
Iron Arms	3
Scacchi	3
Bull's Eye	3
Dwarven Standoff	4
Punching Meat Bags	4
Less Fingers	4
Slow Games	4
The Royal Game of Ur	4
Slay the Dragon	5
Vampires & Werewolves	5
Race for the Sun	5
Emerald Thrones	6
Exit the Castle	6
Extra Games	6
Orcish Roulette	6
Even the Odds	6
FINAL WORD & LEGAL STUFF	7



ANY A TIME DURING A CAMPAIGN, YOUR PLAYERS might run up to a tavern or maybe a festival and want to gamble a little bit. Maybe you want the Big Bad Evil Guy to make your players play a game against them, but you have no clue what that game might be.

No matter the case, this supplement provides options for some gambling minigames that can be implemented into any setting. Fast games are included, as well as some slower-paced ones to test your party's wits.





*Gambling is not about how well you play the games...
...it's about how well you handle your money.*

DICE GAMES

20 JESTERS

20 Jesters is a Black Jack variation. The game is played with d12s. The point of the game is to get as close to 20 as possible without surpassing it. If you surpass 20 you are busted; in other words, you lose. The game is played against a dealer.

Basic Rules: You bet before rolling anything. The dealer rolls a d12 (you can see the result). You roll 2d12s and add the result of each roll. If you roll an 11 or a 12, it counts as a 10. If you roll a 1, it counts as a 1 or a 10 (your choice). All other rolls have face value. After you add the first two rolls you decide if you want to keep rolling or if you want to stop. After you stop, the dealer starts rolling. The dealer is obligated to roll until they hit 15 or higher. If the dealer rolls higher than 15, they have to stop rolling. If your sum is closer to 20 without getting busted than the dealer's you get 2 times your money back. If you tie the dealer, you get your money back. If the dealer is closer to 20 than you, you lose your money.

Twin Jesters: Twin Jesters is when you manage to hit 20 with your first two rolls. You then win 2.5 times your money back. If both you and the dealer have Twin Jesters it is considered a tie and you just get your money back.

Bet of Will: After rolling your first 2d12s, you can decide at any point to double your bet. If you do so, you are obligated to roll 1 more d12 and then immediately stop rolling.

Split (Optional Rule): If in your first 2d12s you get the same result (for example, 5 and 5 or 10 and 12—since 12 counts as a 10) you can decide to Split. When you split, you bet double your money and split the two dice into separate sums. You roll separately for each sum. The two sums are considered independently in competition with the dealer.

Safeguard (Optional Rule): If the dealer gets a 1, a 10, an 11 or a 12 in their first d12 roll you can Safeguard. Safeguard means that you put half of your original bet as a safeguard. The dealer then rolls a hidden d12 and must inform the players if the hidden d12 results in Twin Jesters or not. If it does not result in Twin Jesters you lose your Safeguard bet. If it results in Twin Jesters you get your money back.

Duration: 1 minute per round

FOURS OF FATE

Fours of Fate is a game in which you try to get as many pairs as possible by rolling 4d4s.

Basic Rules: This game is played between two players. Both players decide on a bet before rolling. After that, they both roll 4d4s. Then the players check the Winning Order. If none of the players has a pair or higher, the game ends in a draw.

Double Bet (Optional Rule): You can decide to keep the 4 rolls hidden. Then the players decide if they want to double their bets. If one player decides to double their bet and the other player refuses, the first player wins the game. If a player doubles their bet, the other player may choose to quadruple the original bet and so on until they both decide that they don't want to raise the bet any more. Then they reveal their rolls and the player with the best rolls wins.

Winning Order: One pair is the lowest you can get. Two pairs beat one pair. Three of a kind beats two pairs. Four of a kind beats three of a kind.

Duration: 1 minute per round

PROPHECIES & GOLD

This game is a guessing and betting game. The player that guesses correctly wins. The game is played against a dealer.

Basic Rules: The players have to guess which number is going to come up after the dealer rolls 1d20. Bets are made before the dealer rolls. The possible bets are 3:

- Higher than 10 or lower than 10. On a 10 you lose.
Payout: 2x your bet
- Between 5 consecutive numbers (1-5, 4-9, 15-20, etc.).
Payout: 3x your bet
- A single number (1, 4, 7, etc.).
Payout: 10x your bet

Duration: 1 minute per round

FOOL'S LUCK

In this game all players roll dice. The player with the lowest sum wins.

Basic Rules: All players roll 4d10. 10 counts as 0. All other rolls have face value.

Duration: 1 minute per round

THE CURSED ONE

Each player rolls any amount of dice they want. If they roll a 1 they lose. This game can be played with or without a dealer.

Basic Rules (Dealer Version): The player bets an amount and rolls 2d4. If they get a 1, they lose. If they don't get a 1, they get double their bet back or risk it. If they risk it, they roll another d4. If they still don't get a 1, they get back quadruple their bet and so on. If they get a 1 at any point, they lose their bet.

Basic Rules (No Dealer Version): Players bet in a pot and roll until someone rolls a 1. In this version the die may be different than a d4; there can be many variations. Whoever rolls a 1 is eliminated. The last player standing wins the pot. If all remaining players are eliminated in a single roll, they share the pot.

Duration: 1 minute per round

CROWN WAR

Each player rolls to reduce the enemy's troops and win the Crown War.

Basic Rules: Each player starts with 30 troops. Taking turns, every player rolls a d6. The result of the d6 is subtracted from the enemy's troops. If a player loses all of their troops, they lose. If a player rolls a 6, they can roll again.

The King Falls Last (Optional Rule): Each player has a King. After a player reduces the enemy's troops to 0, they have to kill the King to win. To kill the King, you have to roll a 6.

Variations: You can change the number of troops each player has to reduce or increase the game time. You can also change the die each player rolls.

Duration: 3-5 minutes per round

SKILL GAMES

IRON ARMS

This is an arm-wrestling implementation. Betting is optional.

Basic Rules: Two players lock hands above a table and each one gets a Left and a Right title assigned respectively. The objective is to beat your opponent by pinning their hand onto the table using strength and technique. The game goes on with a series of Strength (Athletics) checks. There are seven "levels" while playing Iron Arms. These are the -3 (Left lost), -2 (Left is losing), -1 (Left is retreating), 0 (standstill), 1 (Right is retreating), 2 (Right is losing) and 3 (Right lost).

-3 -2 -1 0 1 2 3

The game starts from 0. The winner of the Strength (Athletics) check, moves the level to their favor by 1. For example, if Right wins the first Strength (Athletics) check, the level moves to -1. Natural 1 means that you lose 2 levels instead of one. Natural 20 means that you win 2 levels instead of one. If the players roll the same number, the level remains the same.

Duration: 1-2 minutes per round

SCACCHI

This is a chess implementation.

Basic Rules: The game is resolved by a number of Intelligence or Wisdom checks. Whoever wins 5 checks first is the winner. You can roll an Intelligence (Deception) check to trick your opponent, an Intelligence (Investigation) check to find the correct move, an Intelligence (Insight) check or a Wisdom (Insight) check to figure out what your opponent is trying to do so that you can counter it and other variations of said checks that your DM may deem appropriate.

Duration: 1 minute per round

BULL'S EYE

This is a darts implementation.

Basic Rules: In Bull's Eye, a player wins if their score reaches 301. If you score more than 301, your last score does not count. You have to get exactly 301. Each player throws 3 darts (3d20s) and a d6 for each dart. To find out your score after each throw check out the Multiplier Table below.

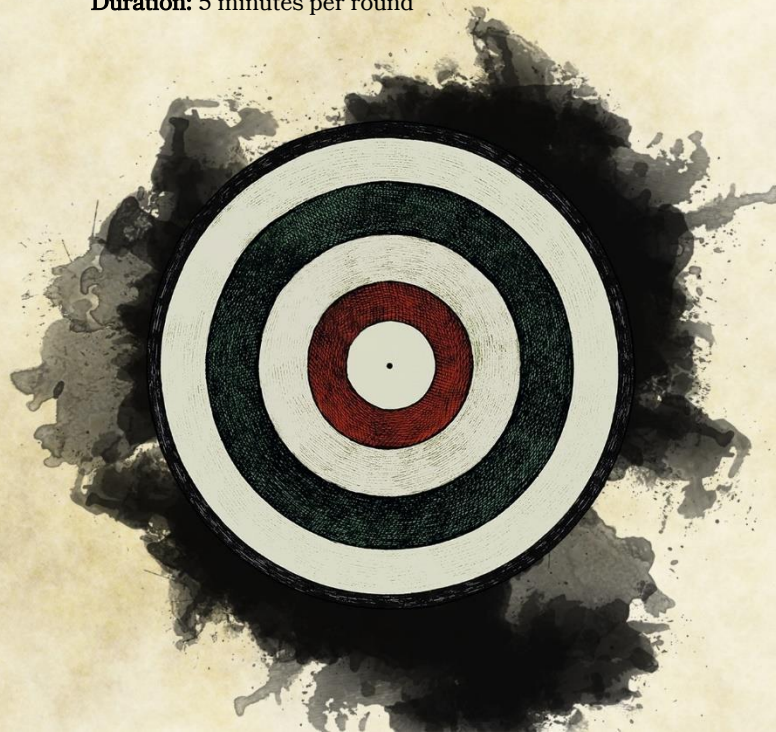
MULTIPLIER TABLE

d6 Roll	d20 Multiplier
1	0
2	1
3	2
4	3
5	No Multiplier, 25 points
6	No Multiplier, 50 points

Thus, if you roll a 6 on a d20 and a 4 on a d6 you get $6 * 3 = 18$ points. If you get a 5 or a 6 on the d6, the d20 roll doesn't matter.

Dexterity Advantage: Players with a Dexterity modifier that is higher than 0 can choose to increase or reduce their d20 roll by half as many points (rounded down, minimum 1) as their modifier is. For example, if you roll a 6 on a d20 and your Dexterity modifier is 4 you can choose to get any number between 4 and 8.

Duration: 5 minutes per round



DWARVEN STANDOFF

It's a drinking game.

Basic Rules: Two individuals stand 10 feet away from each other. They flip a coin to see who goes first. The individual that goes first takes a shot of strong alcohol and throws an axe at the other person. There is no roll to hit the target. The individual that has to dodge makes a Dexterity (Acrobatics) check. If they roll lower than 10, they are hit. If they dodge, they take a shot and throw the axe at the first individual who repeats the process. Every time an individual takes a shot, they have to make a DC 5 Constitution saving throw. The DC increases by 3 for each shot they take. If they fail their Constitution saving throw, they are considered Poisoned. If a person is Poisoned, whenever they take a shot the Dexterity (Acrobatics) check DC increases by 5. The first person to hit their opponent three times wins.

Duration: 1-2 minutes per round

PUNCHING MEAT BAGS

It's a punching game.

Basic Rules: Two individuals stand up facing each other. They flip a coin to see who goes first. Then they punch each other in turns. You only roll to see if you roll a 1 (in which case you miss) or if you roll a 20 (in which case you deal double damage). Any other roll from 2 to 19 deals normal damage. Each player uses their fists. Claws, spells, weapons, armor and magic are not allowed. Only one punch per turn is allowed. The damage each player deals depends on their Unarmed Strike damage. The game goes on until a player reaches 0 hit points.

Soft Jaws (Optional Rule): To speed the game up, have each player roll a Constitution saving throw after they receive a punch. If their roll is lower than the damage they received, or if they roll a 1, they faint.

Duration: 5 minutes per round (1 with the Soft Jaws rule)

LESS FINGERS

It's a Five Finger Fillet implementation.

Basic Rules: The game can be played with any number of players. It's usually played 1 versus 1. You place your hand palm down on a table leaving as much space as possible between your fingers. You then call out how fast you can stab a knife between each space of your fingers without hurting yourself and place a bet. Any player that wants to challenge you has to bet an agreed upon amount. Calling out how fast you can stab a knife means that you set a Dexterity (Sleight of Hand) check DC. For example, you say that you will try the Less Fingers game with a Dexterity (Sleight of Hand) check DC 15. You then roll a Dexterity (Sleight of Hand) check. If you beat the DC you called, the other player has to make a Sleight of Hand check with the DC you set. If a player fails the DC, they lose the bet.

Real Less Fingers: If a player loses, they suffer 1d4 piercing damage. On a 4 they lose a finger.

Duration: 1 minute per round

SLOW GAMES

THE ROYAL GAME OF UR

The Royal Game of Ur is an actual ancient game (more than 4000 years old) and it was played using 4d4s, so it is a great fit for D&D.

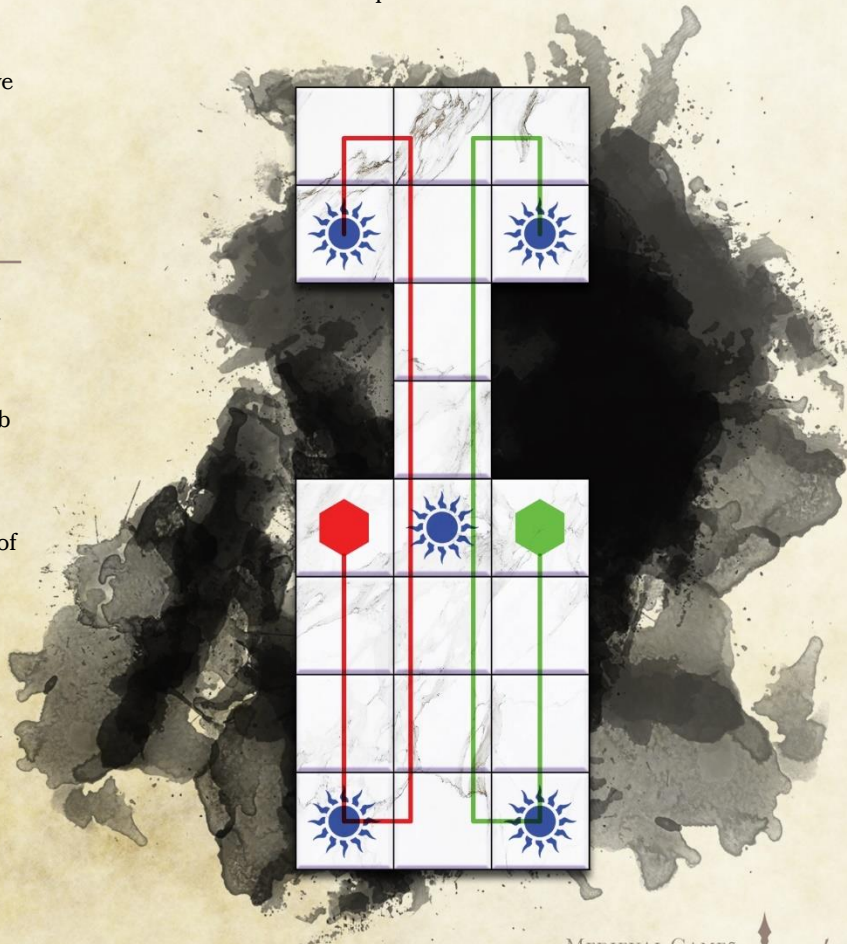
Basic Rules: Each player has 7 pawns and the objective of the game is to get each pawn from your starting hexagon, outside the board following the colored line. You do so by rolling 4d4s. If you roll a 1 or a 2 it counts as 0. If you roll a 3 or a 4 it counts as 1. So, the maximum sum you can get is a 4 and the minimum sum you can get is a 0. You move a pawn as many squares as the sum of the 4d4s indicate. Each pawn starts outside the board (before the red or green hexagon) and finishes after the last Blue Sun. A pawn cannot occupy the same square as a pawn of the same color. A pawn that lands on a square that has a pawn of the opposite color on it throws the pawn outside of the board. The opposite colored pawn has to restart the race.

Blue Suns: When a pawn lands on a Blue Sun, you can take another turn immediately. A pawn on a Blue Sun cannot be attacked by another pawn.

Exiting the Board: You have to roll the exact number a pawn needs to exit the board. For example, if you need a 2 to exit the board, you can't exit if you roll a 3. You have to roll exactly a 2.

Winning the Game: You win when all of your pawns exit the board.

Duration: 15 minutes per round



SLAY THE DRAGON

The point of the game is to be the one to kill the dragon. It is played against a dealer.

Basic Rules: All players must bet the same amount. The dealer rolls a d100. This will determine the dragon's hit points. The rest of the players each roll a d10. The player with the highest roll goes first. The player on the right of the first player goes second, etc. On their turn, each player rolls 1d10 again. The dragon's hit points are reduced by the amount the players roll. If a player rolls a 10, they get to roll again. The player that kills the dragon wins the pot.

Dangerous Dragon (Optional Rule): If a player rolls a 1 during a game, they lose. If all players lose, the money goes to the dealer.

Elusive Dragon (Optional Rule): In order to kill the dragon, the players must roll the exact damage needed to bring the dragon down to 0. For example, if the dragon has 4 hit points, the players must deal 4 damage exactly. If they roll a 5, their damage does not count.

Regenerating Dragon (Optional Rule): At the end of every round, after all players have rolled damage, the dealer rolls a d10. The Dragon heals as much as the dealer rolled. If the dealer rolls a 10, they get to reroll.

Duration: Depends on the Dragon's hit points and the optional rules (5 minutes average per round)

VAMPIRES & WEREWOLVES

The Werewolves have to turn the Vampires and the Vampires have to turn the Werewolves.

Basic Rules: The players are split into two teams; the Vampires and the Werewolves. One member from each team rolls a d6. The result of the roll is the Target Number for each team. The team with the highest number starts first. For example, if the Werewolves go first, one of the Werewolves rolls a d6 attacking a Vampire. If the result of the d6 equals the Target Number of the Vampires, the Vampire turns into a Werewolf. If the result is any other number nothing happens. This works vice versa.

King of the Werewolves and Lord of the Vampires (Optional Rule): Each team can elect a Leader. The Leader must be defeated 3 times in order to fall. If the leader falls, the killer rolls another d6. The result is a new Target Number for the enemy team (alongside the original one). If the killer rolls the same number as the original Target Number, no new Target Number is added.

Duration: Depends on the size of the teams

RACE FOR THE SUN

A game where the goal is to get to the Sun.

Basic Rules: Each player has 3 pawns. They have to get at least one pawn to the Sun Square. To move, each player rolls 1d4 and moves their pawn as many squares as the d4 indicates. Some squares have special attributes. Only one pawn can be played in the board from each player at a time. Each player rolls 1d4 in the beginning. The highest roll determines who plays first.

Arrow Square: This is the first square that a pawn can enter the game. The players choose which is their starting arrow before the game begins.

Star Square: You get to play again immediately.

X Square: Your pawn is destroyed.

Black Hole Square: Your Pawn goes back to your Arrow Square.

Whirlpool Square: You are teleported to the other Whirlpool Square. If you decide to go to the Bottom Whirlpool Square, you have to roll the exact number needed to get to the square. If you do not, your pawn goes back to your Arrow Square.

Sun Square: If a pawn reaches the Sun Square, they win the game. You have to roll the exact number needed to land on the Sun Square. If you roll higher than the number needed, you do not move.

Winning and Losing: You get to the Sun Square first or your opponent runs out of pawns (due to pawn destruction by the X Square).

Movement: If a square is already occupied by another pawn you lose your turn.

Extended Race (Optional Rule): The X Square does not destroy your pawn, instead it goes back to your Arrow Square. All three of your pawns must get to the Sun Square in order to win. Pawns cannot be destroyed.

Duration: 5 minutes per round (10 with the Extended Race rule)



EMERALD THRONES

The goal is to eliminate the enemy's pawns.

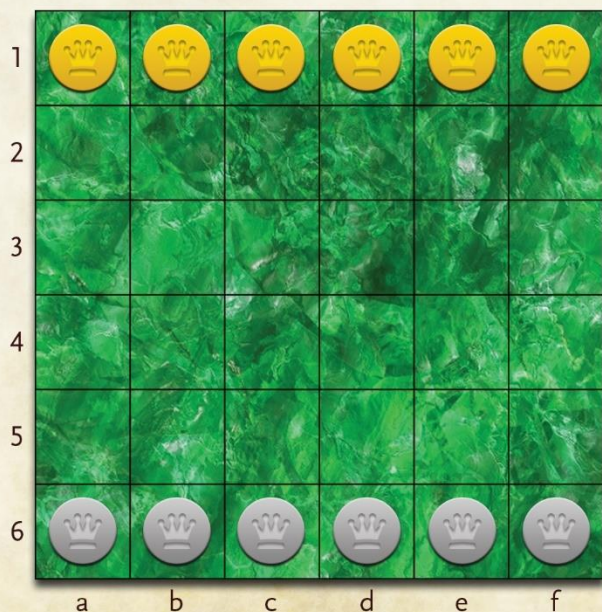
Basic Rules: Each player starts with 6 pawns lined up as shown in the image below. The players toss a coin to decide who goes first. To move your pawn, a player has to roll a d6 and move their pawn as many squares as the d6 indicates. To eliminate an enemy's pawn, you simply have to land on it. Pawns do not move diagonally. Pawns must end their turn in a different square from which they began.

Enhanced Thrones: If a pawn lands in the same square as a friendly pawn, the pawns merge. They cannot be eliminated by a single enemy pawn. If a single pawn lands in the square of an enemy double-pawn, the single pawn is eliminated. You cannot stack more than two pawns. The double-pawns move normally. Only double-pawns can destroy double-pawns.

Agile Thrones (Optional Rule): The pawns can move diagonally.

Unlimited Thrones (Optional Rule): You can stack as many pawns as you want when playing with the Agile Thrones rule.

Duration: 5 minutes per round



EXIT THE CASTLE

Exit the Castle is a game in which you try to get rid of your cards as fast as possible. The game is played with two decks of cards. The game may need more than two decks of cards, depending on how many people are playing.

Basic Rules: The players make their bets at the start of the game. Each player starts with 8 cards. After dealing the cards, you draw a card and throw it on the table face up. The card's value will indicate what suit can be played. For example, if it is the 4 of spades, you can only play spades. If a player plays a card with the same number, the suit that can be played changes to the new card's suit. If the deck runs out of cards, all cards on the table except for the last face up card that was played get shuffled, forming a new deck. The first

player to get rid of all of their cards wins the pot. Many cards have effects. The effects are explained below.

Ace: An ace can be played no matter the suit that is currently played. The suit that can be played changes to that of the ace. An ace cannot be played on an ace.

Two: A two forces the player that played previously to draw a card. If the previous player drops a two, the player before them draws 2 cards instead and so on.

Three: A three changes the playing order from clock-wise to counter-clockwise and vice versa.

Seven: A seven forces the next player to draw 2 cards. If the next player drops a seven, the player after is forced to draw 4 cards instead and so on.

Eight: You play again.

Nine: The next player loses their turn.

Black Jack: When any black Jack is played, the next player has to draw 10 cards. If the next player drops a black Jack too, then the player after them has to draw 20 cards instead and so on.

Red Jack: Instead of drawing cards from the black Jack, you can play any red Jack and stop the black Jack's effect.

Black Ten (Optional Rule): When any black ten is played, no one is allowed to speak. If anyone talks, count how many words they said. They have to draw that many cards.

Red Ten (Optional Rule): When any red ten is played, you can talk again normally.

Aye/Nay Rule (Optional Rule): No player is allowed to say the words yes or no during the entire game. If they do say yes or no, they have to draw 2 cards.

Spare the Runner-up (Optional Rule): The second player to get rid of all of their cards wins their bet back. The first gets all the remaining pot.

Duration: Depends on the number of players (20 minutes average per round)

EXTRA GAMES

ORCISH ROULETTE

A game only brave creatures play. This is in no way meant to be played in real life.

Basic Rules: You get 6 glasses. One of the players pees in one of them (roll a d6 to determine which glass contains pee) and fills the rest with alcohol. An outsider shuffles the glasses while the players aren't looking and then the players start drinking from the glasses. Whoever gets the pissed glass loses. Or wins. Depends on who is playing the game.

Duration: 1 minute per round

EVEN THE ODDS

It's a game about evens and odds.

Basic Rules: A dealer rolls 2d6 and keeps them hidden. Another player has to bet if the sum of the rolls is an even or an odd number or if the dealer got a pair. A pair does not count as even. If the player bets on a pair, the payout is 10 times the bet.

Duration: 1 minute per round

FINAL WORD & LEGAL STUFF

DUNGEONS & DRAGONS® does not delve around gambling (and for good reasons), but including such practices in one's campaign helps liven it up. The devil is in the detail after all and a little harmless in-game betting can prove to be quite fun — or devastating. That said, all of this supplement's games have unique mechanics. Of course, some of them borrow inspiration from real games (like 20 Jesters, Less Fingers, etc.), but most are made from scratch.

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ON THE COVER

An old dwarf contentedly claims his prize after unveiling his Royal Flush. Joke's on everyone that dared bet against him.



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