

# THE "TAVERN GAMES" SCROLL

## GREEN HAG'S BREW



Witch's Brew involves the party getting a single large stein and having 5 random patrons pour whatever liquid they wish into the stein until it is full. The party members then each take turns trying to mimic another character's voice or mannerisms with performance checks. The character with the lowest roll is considered "cursed" and must drink the entire stein.

## A CALL TO ADVENTURE



In this game, the party comes up with a dangerous but fictional quest, and then a random character must don a cloaked hood and sit broodingly in the corner. The rest of the party then sends a random patron to speak with this "mysterious" figure. If the hooded character fails to convince the patron to accompany them on the quest, they lose and must buy the party a round of drinks.

## FABLED HEROES



When a group of naive looking adventurers walks into a crowded inn, the patrons may try and talk them into a game of "Fabled Heroes." Each character makes a DC 10 skill check using any skill they wish to demonstrate their heroic capabilities. Any characters who fail the check are expected to buy a round of drinks for the inn, while the characters who passed get a free round of drinks.

## DEVIL'S STEIN



A simple but popular game, Devil's Stein involves 2 players who each ask one promise or question of the other person that could be performed or answered that evening. If both players agree to the terms, they then "race" to finish their steins. The first to win 2 contested CON saving throws is declared the winner, and the loser must uphold their promise or be banned from the inn.