

# The Tavern Game Scroll

1d6 luck based games, 1d6 skill based games, and 1d6 drinking based games





## Luck Based Games

Are you calling me a cheater?

1. **{Lucky Draw}** Dealt 1 card and the deck is flipped one card at a time. Give a drink if your card is high, take a drink if it's low.
2. **{War}** Secretly roll 3d20 which go to war against opposing roll {high numbers win}. Gift a drink to reroll before revealing.
3. **{Ettin's Bet}** Players each wager and flip 2 silver coins. Whoever gets the most "heads" wins the pot of silver.
4. **{Merchant's Hand}** Players are dealt 3 cards. 1 is traded to the right and 1 to the left. The highest sum of final cards wins.
5. **{Kings and Commoners}** Players either wager 1 gold to roll a d20, or 5 silver to roll a d10. Highest roll takes the pot.
6. **{3 Die}** 3d6 are rolled but only the lowest die is revealed. Players guess what the sum is and the closest guess wins the pot.



## Skill Based Games

No luck involved. At least that you can tell.

1. **{Iron Keg}** Whoever holds the metal-filled keg over their head the longest wins. The loser often wins themselves a concussion.
2. **{Stein Walker}** A trail of empty steins is laid out, and challengers see who can make it the farthest balancing atop them.
3. **{Bootlickers}** Challengers take turns choosing boots for the others to lick. The first to gag after licking a boot loses.
4. **{Mind Master}** 4 questions pertaining to Arcana, History, Nature, or Religion are asked. First to answer 3 correctly wins.



5. **{Sleeping Dragon}** Everyone fears the innkeeper's sleeping hound dog. Pet it without getting bit and you win.
6. **{Constein}** Players pick a patron that the other must convince to buy them a drink. Fail to do so, and you owe everyone a round.

## Drinking Based Games

We'll have another round.

1. **{Mage's Tower}** Once you finish a stein, add it to your tower of empty ones. Highest tower by the end of the night wins.
2. **{Mimic's Stein}** Players each pick a stein at random, one of which has a dagger hidden in it. Players then chug their ale.
3. **{Keep Breaker}** Take turns throwing a hatchet at a sealed keg. First to crack it wins, and the losers buy it for the room.
4. **{Mage Cup}** A full stein of ale is placed in front of you. Finish it without touching the stein or spilling the ale and you win.
5. **{Jester's Keg}** Chug an ale then take a turn dancing atop the keg. First to fall off loses and buys the keg for the room.
6. **{Dragon's Hoard}** Anytime coin is added to the empty stein, everyone chugs an ale. Last person standing wins the pot.

