

Gambling

When certain adventurers come into a civilized part of the wilderness, they often want to have fun, and gambling has been a big request for so long. Okay, okay, here you guys go. Have fun! The following are just a few of my gambling games. More will follow in the later additions of this game:

It is FORBIDDEN for players to read this section! Please Do Not Read this section if you are a player

G.M.

Double the next encounter and half the treasure if you find players looking at these gambling games. If a player does it again, set up a dragon encounter and eat his or her character. Call it a Gamble Guardian Dragon or something that will give the player a clue as to why you just ate his or her character. :)

As with all gambling games, do not let a player roll the dice for these results. They will get to know what they need to roll, taking the fun out of it. The following are the current gambling games so far:

Carapace

Carapace shells come from a creature called the Cahadra, which are turtle-like, desert dwelling, creatures. There protective shells are formed so that only the strongest of blows can crack them. As these creatures age, their shell's become more solid, giving the older Cahadra more protection. Like it is said in Human folklore, "With age comes beauty".

Rules:

- * 1 player at a time.
- * Gambler picks his carapace (the level indicates the toughness), and places a bet. The minimum bet is 1 B.G. (for these creatures are not especially plentiful to find).
- * A Cahadra shell, known as a "carapace" is set up on two parallel blocks before the gambler. The gambler has one attempt to break it. The sizes of each carapace is as follows:

Cahadra's level = % chance to break carapace = Payback

- 1st: 1% per point of strength above 28 = 10 to 1
- 2nd: 1% per point of strength above 29 = 20 to 1
- 3rd: 1% per point of strength above 30 = 30 to 1
- 4th: 1% per point of strength above 31 = 40 to 1
- 5th: 1% per point of strength above 32 = 50 to 1
- 6th: 1% per point of strength above 33 = 60 to 1
- 7th: 1% per point of strength above 34 = 70 to 1
- 8th: 1% per point of strength above 35 = 80 to 1
- 9th: 1% per point of strength above 36 = 90 to 1
- 10th: 1% per point of strength above 37 = 100 to 1
- 11th: 1% per point of strength above 38 = 110 to 1
- 12th: 1% per point of strength above 39 = 120 to 1

- * Gambler has but one attempt only to break carapace.

END OF CARAPACE

Craters 1

Rules:

- * 1 player
- * Gambler is blind-folded.
- * A rock is hewn to look like the moon. There are 20 holes carved into its surface. Each hole is hand-width and elbow-deep, based on a 6'-0" Human. In each hole is a small leather pouch with real and fake coins in it.
- * Every time this gambling game is used, it changes. G.M.: Do not let a player roll the die for these results. They will get to know what they need to roll, taking the fun out of it.

D20: Gambler pulls out:

- 1: x3 the amount of his or her bet.
- 2: x2 the amount of his or her bet.
- 3: Empty. Gambler loses his or her wealth gambled.
- 4: Empty. Gambler loses his or her wealth gambled.
- 5: Empty. Gambler loses his or her wealth gambled.
- 6: Empty. Gambler loses his or her wealth gambled.
- 7: Empty. Gambler loses his or her wealth gambled.
- 8: Empty. Gambler loses his or her wealth gambled.
- 9: Empty. Gambler loses his or her wealth gambled.
- 10: x4 the amount of his or her bet.
- 11: x5 the amount of his or her bet.
- 12: Empty. Gambler loses his or her wealth gambled.
- 13: x6 the amount of his or her bet.
- 14: Empty. Gambler loses his or her wealth gambled.
- 15: Empty. Gambler loses his or her wealth gambled.
- 16: Empty. Gambler loses his or her wealth gambled.
- 17: Empty. Gambler loses his or her wealth gambled.
- 18: Empty. Gambler loses his or her wealth gambled.
- 19: Empty. Gambler loses his or her wealth gambled.
- 20: Roll again. If a 20 is rolled the second time gambler gains x10 on the amount of his or her bet. If a 20 is not rolled again, roll again, ignoring this result thereafter.

END OF CRATERS 1

Craters 2

Rules:

- * 1 player
- * Gambler is blind-folded.
- * Every time this gambling game is used, it changes. G.M.: Don't let players roll dice for results. They will get to know what they need to roll, taking the fun out of it.
- * A rock is hewn to look like the moon. There are 10 holes carved into its surface. Each hole forefinger-size (as large as a 6'-0" Human).

D10: Result of putting finger in crater:

- 1: Empty. Gambler loses his or her wealth gambled.
- 2: Empty. Gambler loses his or her wealth gambled.
- 3: Nothing. Gambler must roll initiative (with no adjustment) and win or be bitten by one of the following poisonous spiders:

%Roll: Spider types:

01-70: Black Widow

71-00: Brown Recluse

If this happens, see the special abilities of the spider in the Creatures Book.

- 4: Empty. Gambler loses his or her wealth gambled.
- 5: Empty. Gambler loses his or her wealth gambled.
- 6: Empty. Gambler loses his or her wealth gambled.
- 7: Empty. Gambler loses his or her wealth gambled.
- 8: Random Enchanted Item (ring) it will slip onto the gambler's finger.
- 9: Empty. Gambler loses his or her wealth gambled.
- 10: Empty. Gambler loses his or her wealth gambled.

END OF CRATERS 2

Craters 3

A Dwarven carved rock is fashioned to look like the moon with 20 holes carved in its surface, each about head-sized, & shoulder-deep. The depth of each hole is about 3', and each may have a magical rune at its bottom which the gambler must retrieve. Get the rune.

Rules:

- * Up to 5 players.
- * Gamblers are blind-folded.
- * Minimum bet is usually 1 black-gold piece.

D20: Gambler pulls out:

- 1: x2 the amount of his or her bet.
- 2: x3 the amount of his or her bet.
- 3: Empty.
- 4: Empty.
- 5: x4 the amount of his or her bet.
- 6: Empty.
- 7: Gambler is effected by one random Enchanted Item.
- 8: Empty.
- 9: Empty.
- 10: x5 the amount of his or her bet.
- 11: Empty.
- 12: Empty.
- 13: Empty.
- 14: Empty.
- 15: Empty.
- 16: Gambler take up to 30 points of damage to his or her arm (sharp attack).
- 17: Empty.
- 18: Empty.
- 19: Gambler is effected by the power of one Secret in the Wilderness (Discretion of G.M.).
- 20: Gambler finds one random Enchanted Item.

END OF CRATERS 3

Dragon's Keep

Rules:

* Gamble-Master (G.M.) will roll D100 once. Then the gambler rolls once:

Payoff:

If the gambler rolls the exact number as the G.M. rolls = 50 to 1.

If gambler rolls within 1, higher or lower, of the gamble-master's throw = 20 to 1

If gambler rolls within 2, higher or lower, of the gamble-master's throw = 10 to 1

If gambler rolls within 3, higher or lower, of the gamble-master's throw = 2 to 1

* Minimum bet is usually one Electrum.

END OF DRAGON'S KEEP

Goblin Eggs

Rules:

* Gambler throws 6 D6 and counts up the total:

Odds: Payoff:

6-8: 50 to 1 back on your bet.

9-12: 10 to 1 back on your bet.

13-24: Lose.

25-29: 5 to 1 back on your bet.

30-33: 10 to 1 back on your bet.

34-35: 60 to 1 back on your bet.

36: 1,000 to 1 back on your bet.

* All 1s, 2s, 3s, 4s, & 5s = 7500 to 1

* A roll of 1,2,3,4,5,6 (a straight) = 100 to 1

END OF GOBLIN EGGS

JoustDog

Rules:

- * 3 players only.
- * All player will show their wealth that is to be gambled.
- * Each player has a number
- * Each will put up the amount he or she wishes to gamble for each round. Gamblers can also play a "Long Distance Game". This type of game requires no less than 20 rounds, and all wealth must be divided up into piles, according to how many rounds a gambler wishes to bet.

1 D6 will be used:

Player #1 will represent numbers: 1 & 2

Player #2 will represent numbers: 3 & 4

Player #3 will represent numbers: 5 & 6

- * Choose what player will be 1, 2, or 3 now. Each will take a turn and roll one D6 once out in the open. The results are as follows:

D6: Player #1 rolls:

Player #1	1-2:	He or she collects the wealth of the loser(s), and if done, gives 10% of his or her profits to the house.
Player #2	3-4:	Pays Player #1 the prerequisites:-set amount on the round.
Player #3	5-6:	Pays Player #1 the prerequisites:-set amount on the round.

D6 Player #2 rolls:

Player #1	1-2:	Pays Player #2 the prerequisites:-set amount on the round.
Player #2	3-4:	He or she collects the wealth of the loser(s), and if done, gives 10% of his or her profits to the house.
Player #3	5-6:	Pays Player #2 the prerequisites:-set amount on the round.

D6 Player #3 rolls:

Player #1	1-2:	Pays Player #3 the prerequisites:-set amount on the round.
Player #2	3-4:	Pays Player #3 the prerequisites:-set amount on the round.
Player #3	5-6:	He or she collects the wealth of the loser(s), and if done, gives 10% of his or her profits to the house.

- * The house will always collect 10% of the winner's profits. The house will not collect the 10% until the gambler is done with this gambling game.

END OF JOUST DOG

Sun, Moon, and Stars

Rules:

- * There is no minimum to the amount of gamblers
- * Minimum bet is usually 1 silver.
- * Gambler rolls 3 D6.

Determination of Sun, Moon and Stars:

- 1: Sun
- 2: Moon
- 3-6: Stars

Odds and winnings:

- 3 Suns: 100 to 1 odds.
- 3 Moons: 90 to 1 odds.
- 2 Suns and 1 Moon: 70 to 1 odds.
- 2 Moons and 1 Star: Loss.
- 1 Sun and 2 Moons: 70 to 1 odds.
- 2 Suns and 1 Stars: 5 to 1 odds.
- 3 Stars: Loss.
- 2 Stars and 1 Moon: Loss.
- 2 Stars and 1 Sun: Loss.
- 1 Sun, 1 Moon and 1 Star: Loss.

END OF SUN, MOON, AND STARS