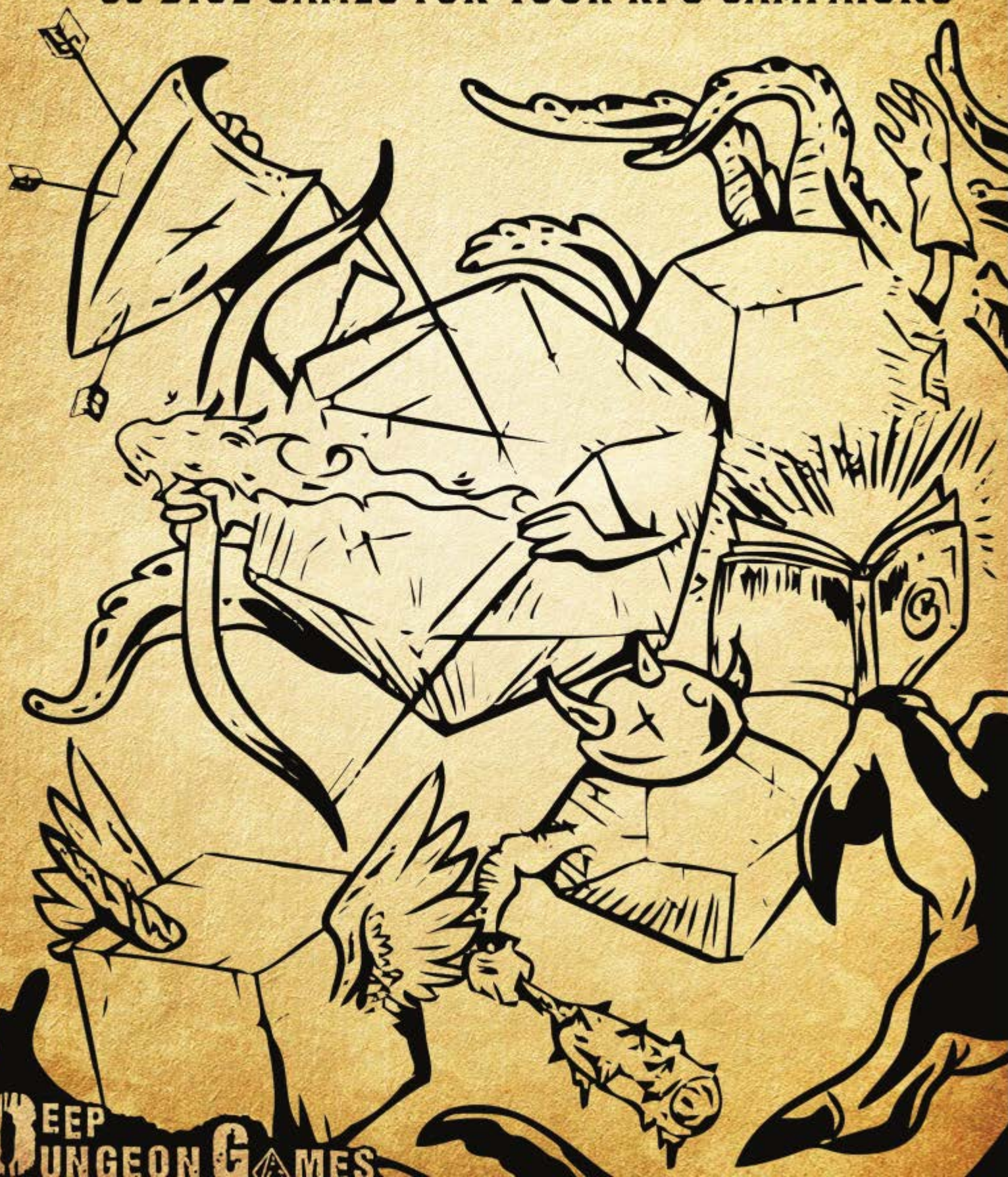


DICEPTION

30 DICE GAMES FOR YOUR RPG CAMPAIGNS



414
DEEP
DUNGEON GAMES

DICEPTION

30 DICE GAMES FOR YOUR RPG CAMPAIGNS

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**DEEP
DUNGEON GAMES**

Edited by R. Lee Brown



DICEPTION

30 Ready-to-Play Dice Games

for your Tabletop Role-Playing Campaigns

CREATED BY HOBIE HILL

A GAMER WHO CREATES FOR GAMES



Dungeon Masters and Players alike have all met role-players who want to gamble in a tavern, haggle with a hag, or just pass the time during a long caravan ride.

Finally, here's a game supplement that lets you do just that! The perfect accessory for tabletop role-playing games: dice games your RPer can play **DURING** your campaign!

These games can be adapted for any role-playing game; all you need is a standard set of gaming dice and a little of your imagination.

**ENCHANTING GAMES
TO PLAY DURING *YOUR* GAMES!**



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YOUR MAP TO DICEPTION

Our goal was to give you brand new games to play *in-character* during your campaigns using just a standard set of gaming dice. No extra pieces or decks of playing cards required!

Number Of Dice per Game




Each game will include an image like this one to list the dice needed. If the game uses more than one of any type of dice, a number will appear next to that dice to indicate how many of them you need.



Dice-to-Card Rules



For some games, dice may be used to simulate playing cards without the need to bring a deck of cards with you. When you see this icon, these standard **Dice-to-Card Rules** apply:

	Roll D4 to determine suit: 1 = spades ♠, 2 = clubs ♣, 3 = hearts ♥, 4 = diamonds ♦
	Roll D10 to determine card value: 2 - 10 = corresponding number of the card 1 = a face card
	If you rolled 1, roll D4 again for face value: 1 = Ace, 2 = Jack, 3 = Queen, 4 = King

A caveat: using this system, you could technically draw two Ace of Spades. But in a game where creativity is King and ingenuity his Queen, we like to imagine there are *multiple* decks in use!

Number of Players



This icon shows how many players are needed for each Diception game (the dealer is always included in the number). “A” means no minimum or maximum required.

Your Time is Up!



While many Diception games have a limited number of player turns or a set goal that defines “Win” conditions, look for the number by the hour glass to see how long each game should last.

Have Fun! Make Things Up as You Go!

For Turn Order, we recommend either going clockwise from the DM or having all players roll a D20 to see who starts. It’s a safe bet that you may use a different style or flair when you host games! This guide is just a starting point; feel free to change things to fit your table. We want everyone to have a great time!



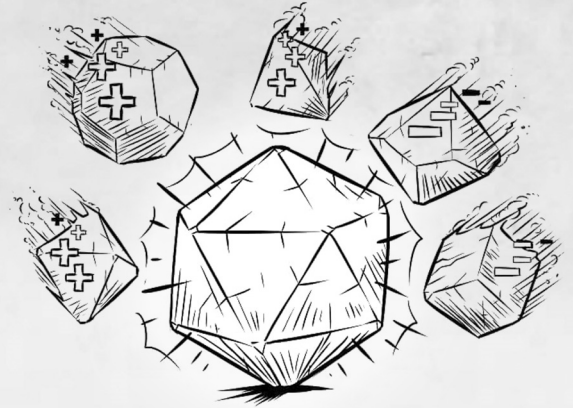
HARVEST



Game Rules

The goal of Harvest is to hit 20 or higher using a D20 as the base. The first player to make or break 20 is the winner. But how to change the base number?

First, everyone rolls the D20 die. The player with the highest number starts the next round. That player rolls the next lower #dice (D12 - D10 - D8 - D6 - D4). The remaining players around the table, one at a time, then follow suit. If at any point a player reaches 20 or above, the game is over and that player wins.



BUT THERE IS A CATCH! Not all dice increase the total. Some deduct. D12, D8, and D4 *add* to the total; D10 and D6 *subtract* from the total.

Lore

This game originated in small farming villages across the land. The intent was to instruct children about the practice of farming while sharing precious family time. Through playing Harvest, youngsters grew to understand that every little thing could add or subtract from that season's crop. A diligent farmer produces a better crop!

Gambling Rules (optional)

Players may cover their dice and bet after their roll. The first player rolls, hides the D20, and places a bet. The next player in order must match the ante to roll their own dice; the process repeats with each remaining player, one at a time, around the table.

After the round is complete, everyone reveals their last die. If there is no winner, the player with the highest number showing on their dice begins the next round of betting and rolling the next lower dice.



FACES



Game Rules

Everyone draws for a face card: Ace, Queen, King, or Jack (refer to *Dice-to-Card* rules). Each player may draw no more than 6 cards; they may draw them all at once, or if they're gambling, they may wait and choose to see how the game goes.

Once a player or the dealer has drawn 6 cards they are done for the round. The game can last no more than 4 rounds. If a player or the dealer forgets to draw one of their remaining cards for that round, then the rules of "Too Bad, So Sad" go into effect and they lose that card.



The player or the dealer with the most face cards wins.

Lore

The worlds once respected the name of legendary General Graham MacLeod, known as "Ironclad" by troops who loved or feared him. General MacLeod used this game to explain the difference between soldiers and warriors to his captains. He was fond of saying, "10 soldiers will die to the hand of one warrior." It was a simple way to express an important lesson, but reverence for MacLeod has largely been lost to the mists of time.

Gambling Rules (optional)

Betting will occur after every round. The players must announce how many cards they have drawn, but do not have to announce how many are face cards. It takes a minimum bet of 1 coin to stay in the game. At the end, the player with the most face cards win the pot.



SEVENS



Game Rules

The dealer and the players each roll all four dice: D10, D8, D6, and D4. The goal is to complete the most amount of sevens in one roll by adding any combination of your own dice together.

Example: a roll of 3, 4, 6, 1 would makeup two sevens (3+4 and 6+1). But a roll of 3, 4, 4, 3 would make up four sevens (3+4, 3+4, 4+3, 4+3).



Lore

Lonely and craving the sound of comradery, the Deity of Gambling was known to journey down from the heavens to play this game. In fact, this Deity created Sevens to avoid the boredom of dealing with the other deities. The Deity of Gambling devised the game to pay homage to 7: the most holy number.

Gambling Rules (optional)

The players and dealer can hide their rolls, only revealing their totals after the full round of betting is complete. Bets are placed after everyone at the table has rolled. A player or dealer can choose to not bet and drop, but to stay in they must at least pay 1 coin. Typically, a player will bet 1 coin for every seven they have rolled.

It is considered bad manners to bet over the maximum amount of possible sevens. That doesn't mean that no one does it; "bad manners" is a badge of honor to some folk.



ROGUE'S QUERY



Game Rules

The dealer rolls dice to determine a card being drawn (*Dice-to-Card rules*). The dealer needs to know the suit and number and whether it is an odd or even.

The players then begin a round-robin of interrogation, each in turn guessing at the card in this order: odd or even, suit, and finally face value. The first time a player misses a guess, his turn is over, and the guesswork shifts to the next player in line, until one player correctly guesses the card.

Note: King & Jack are considered odd, and Queen is considered even.



Lore

Every city, town, or region is home to a hidden network of spies, rogues, and bandits. No one knows – or will admit to knowing – the exact origins of this game, but rumor suggests it was created by that Hidden Network. It is said that the original game was actually played with a knife and the individual gambled for their life.

Our rules allow for more... repeat playing of the game without the bloodshed.

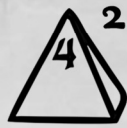
Gambling Rules (optional)

For each turn at guessing, anyone at the table may bet on the player or the dealer. A minimum bet of 1 coin must be placed before it is determined if the player was correct or not.

Betting is made before every level a player succeeds at guessing. The payout changes based on the level the player is attempting: at the first level (odd or even) the payout is double. The second level (suit) gives triple the payout. The final level (face value) pays out quadruple for a correct guess.



FIREBALL



Game Rules

To begin, all players set their percentile dice to the number 48, which represents their total number of hits points. The next step is for each player to roll a D4 that represent their position in the room.

Now it's time to heat things up and throw some fireballs around the room! Upon their turn, each player rolls a D4; this is how many players are hit by their fireball (yes, they can definitely hit themselves). They then roll eight D6 dice; the result is the amount of damage taken from the fireball. All players hit must then subtract that number from their own percentile dice (HP). If you reach zero, you die.

As with so many fireball games... the last one standing wins.



Lore

Colleges earn coin through tuition from their students. So it became concerning to the College of Wizards when an increasing number of underclassmen fried themselves through the magic of evocation. Thus, the wizards conjured up this game to represent possible enchanted destruction while keeping the body count to a minimum. While this game ultimately did nothing to help with the “Dying Wizard Students” dilemma, it did, however, create a game that is popular amongst magic users.

Gambling Rules (optional)

This game has only one round of betting. The only bets placed are for the actual survivor, and all wagers have to be of equal value (although bets do not have to consist of actual coin).



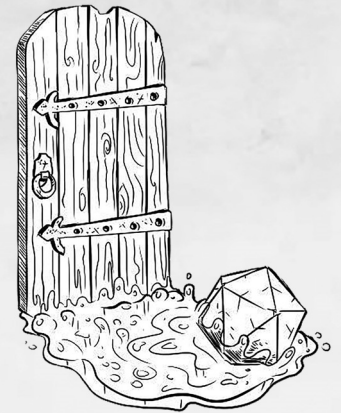
OOZE



Game Rules

The game starts by one player volunteering (or being voted by the majority) to be the Defender. The Defender rolls a D10 die; that is the number of “doors” the Defender must guard. Each door has two D6 dice worth of hit points. At every door, an attacking player or the Dealer rolls two D6 worth of damage.

If the Attacker rolls a higher number, they break through the door; they can then add +1 to their next door attack. Conversely, if the Attacker rolls the lower number and is repelled, the Defender adds +1 to the door’s hit points. These bonuses are stackable.



For example, if the Defender successfully guards 3 doors, they add +3 HP to the rest of their doors.

Lore

A popular bard once told an amusing story about an old king who was attacked in his keep by a relentless ooze. The king ran through the keep, desperately closing doors behind him in hopes to stop the slimy monster.

Sadly for this king there was no happy ending, as the ooze dissolved him into a fleshy pudding. Assuming, of course, that you trust the musings of a bard. After all, the bard is the one who thought this story was funny.

Gambling Rules (optional)

Players and any watching the game may bet. A bet can be placed for each door battle: bets can be made for either the winner or loser. Additional bets can be made on the winner or loser of the entire game. A one coin minimum is required to enter the betting on the overall outcome. An individual may increase their bet for each door but can never increase their bet for the final outcome.

FOUR HORSEMEN



Game Rules

Each player rolls their D6, D8, D10, and D12. These dice represent that player's "villagers" and those dice must remain on the table as is. Then dealer rolls the same exact dice: D6, D8, D10, and D12.

If any of the dice the dealer rolls matches any of the player's "villager" numbers, that villager dies a horrible, horrifying death and the player must remove that dice from the table. It doesn't matter if the dice type match for the hand of a Horseman to be felt. For example, if a villager is number 3 on a D6, and the dealer rolls a 3 on their D12, the villager still dies screaming and that player die is taken off of the table.



The last player with any villagers remaining is the winner.

Lore

The game of Four Horseman was taught to children during times of pestilence, famine, war, and death. It was meant to give them respect for the Horseman, and as well as teach the costly significance of each Horseman's namesake in a less literal manner.

Gambling Rules (optional)

Who would want to lose a bet against the Four Horsemen? No gambler was ever found who dared take such a risk (certainly no bodies were discovered). That's just crazy talk.



GIANTS & SOLDIERS



Game Rules

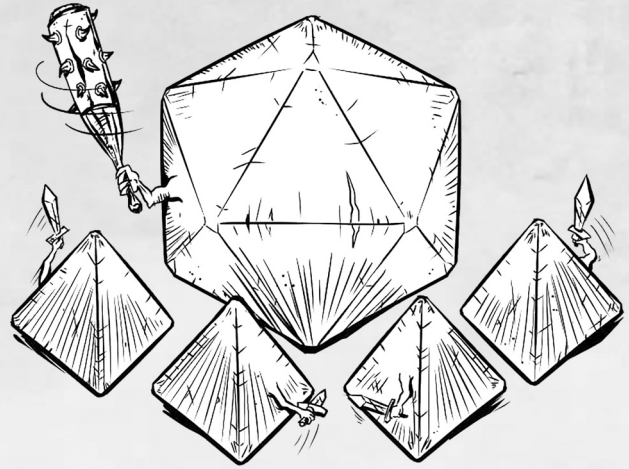
This game is designed to be the dealer vs. one player. Each individual player must attempt to beat the dealer's number.

The dealer rolls four D20 dice. The player then rolls five D4 dice for each of the D20, representing valiant soldiers attempting to down the mighty giant. The player must attempt to beat the amount

shown on the dealer's D20 dice, one at a time. So

for each D20 dice, the player will roll five D4 dice. If the sum of the D4 dice is larger than the

total shown on the dealer's D20, the soldiers cheer triumphantly and the giant falls. If not, the giant has Soldier Tartare for dinner.



Lore

Everyone knows that giants exist and they're rude and they eat people... unless they are confronted by brave and noble soldiers. Although giants sometimes eat them, too. This game was taught to new recruits joining the militaries of the north, as a cautionary tale to never fight alone. The game grew in popularity as these soldiers traveled throughout the lands.

Gambling Rules (optional)

If the player or group are gambling at a tavern (or similar location), then the payout is as follows:

The player must beat at least 1 giant. If the player finished off two, then it is a break even. For every giant killed after 2, the player gains double the payout. (3 down x2 & 4 down x 4).



GIANT'S STONE



Game Rules

Similar to roulette, this game is used almost exclusively for gambling. To start, players bet on the outcome of the dealer rolling a D20 dice. Each player takes their own D20 and places it with the number they guess facing up. A minimum one coin bet is required to play.



Lore

As long as you were not in the town of Erstone when it happened, the story behind this game is quite funny. A foolish young king had angered a large number of stone giants. They returned the favor by chunking large stones down the mountain side, pulverizing Erstone. The story was retold for generations by the bards and was eventually adapted into the game of Giants Stone.

If you were in Erstone... you probably weren't around afterwards to hear the bards tell this tale.

Additional Gambling Rules (optional)

The players may also bet on color, odd or even, and the range in which the number will fall. Players use their own dice to symbolize the bet.

A D4 die represents odd or even. D6 die signifies color (1 - 3 represent red, 4 - 6 represent black).

Number ranges are represented in two styles: values of 10 and values of 5. Values of 10 are shown with D10 (a percentile is used to bet on 1 - 10 and a normal D10 is used for 11 - 20). A D12 represents ranges of 5 (1 - 3 on the die represents a 1 - 5; 4 - 6 on the die represents 6 - 10; 7 - 9 represents 11 - 15; 10 - 12 represents 16 - 20).

PAYOUT: Same number: 10x, 5 range: 5x, 10 range: 3x, odd or even & color: 2x.



CAPTAIN JACK



Game Rules

Using dice to simulate playing cards (see *Dice-to-Card* rules), players take turns attempting to draw an Ace & Jack. The first player to do so wins the game.

Easy, yes? **NOT SO FAST!** Other drawn cards have *different effects*. A King skips the next person's turn; a Queen allows the player to draw two more times; a 10 will reverse the direction of play; an 8 will skip the next two people. This game is fun and easy to follow.



Lore

Favored by sailing men of the seas, this game was created to honor of the passing of a most famous captain. As sailors tell it, stories of his legends are famous (or infamous depending on who tells the tale).

Gambling Rules (optional)

This game is not so much about rewarding good luck as it is about punishing bad luck. The pot grows any time someone does not draw a face card, 10, or 8. If you draw any other card, then you must place an amount of coins equal to the number shown on the card.

For example: if you draw a 7, you better cough up seven coins in the pot.



DUNGEON



Game Rules

The dealer (or opposing side) rolls a full set of dice; this person is representing the dungeon. They can arrange the dice in secret in any order they choose (but the numbers on the dice must remain unchanged).

The player facing the dungeon (the Adventurer!) then rolls any dice they choose in any order they choose. Each roll by the Adventurer represents entering one room at a time. As long as the Adventurer continue to out-roll the next number of the dice from the opposing side, they make it safely through that room.

If at any point the Adventurer does not roll higher than the roll for that room of the dungeon, then it's game over.

Lore

As handed down through the history, Cirtal Lor Valdrum of legend used this game to train new, would-be adventurers. In the early days of training, the neophytes would begin and end each day with the game of Dungeon. It highlighted the unknown; an adventurer never knows what might lie on the other side of a door.

Gambling Rules (optional)

PAYOUT

Less than 3 rooms beat -	Lose all
3 rooms beat -	Break even
4 rooms beat -	Double payout
5 rooms beat -	Triple payout
6 rooms beat -	6x payout
7 rooms beat -	10x payout



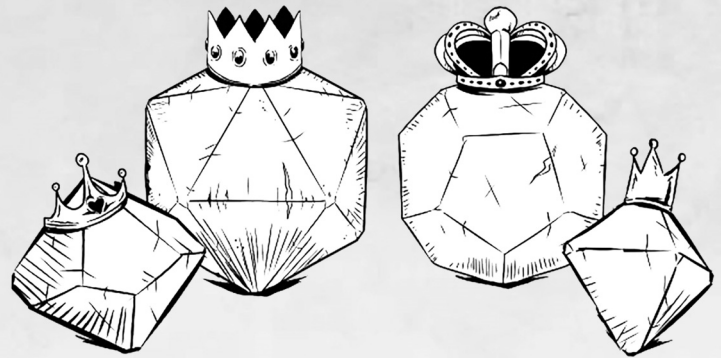
ROYAL FAMILY



Game Rules

Each player represents a king. The main goal is for a king to obtain more royal family members than the other (lesser) kings.

Earning more family members is based on rolling a D12, one player at a time. If the king rolls an 11 or 12, then “Congratulations, Your Majesty!” A new prince or princess is born to their family. If the king rolls a one, rather than have a family member die (or some other nonsense that only happens to peasants), the king may actually kidnap a family member from another player of their choice. It’s good to be the king!



The game is over after 6 rounds.

Lore

Royal families have always gone to extreme measures to keep their family line strong. An ancient king once used this game to explain to his young son and daughter about the need to procreate... not with each other, of course. The game was handed down from generation to generation, although eventually adopted by the lower castes as a way to mock the snootiness and privilege of royalty.

Gambling Rules (optional)

Gambling is simple for this game. The players take turns as normal; after each turn, they announce the total number of their royal family. After the Royal Decree, they may bet up to the total number of coins as the number of family members announced.



UNDERDARK



3+

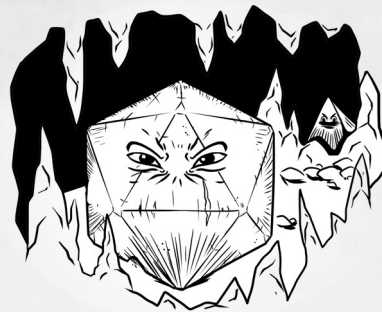


Game Rules

Though there can be more players, it is essentially a 1 vs. 1 match (player vs. dealer OR player vs. player). One player is a valiant explorer trying desperately to escape the caverns of the deep. The other person represents the forces of the Underdark who tries to keep the explorer trapped or hopelessly lost.

The person running the game places a D20 die on the number 20. This represents the location or level that the player is on. The player will roll a D10 to see how many levels they escape per round.

2 or 3 -	UP 1 Level
4 or 5 -	UP 2 Levels
6 or 7 -	UP 3 Levels
8 or 9 -	UP 4 Levels
10 -	UP 5 Levels
1 -	UP 6 Levels



At any point the opposing side may choose to roll a D4. The opposing side gets to do this twice, and they may either roll the D4 one at a time or both at the same time. The opposing side then subtracts the total from the roll of the player trying to escape.

Ultimately, the winning player is the Adventurer who escaped the most amount of levels.

Lore

The history of the game rests with the history of Cirtal Lor Valdrum. This group was a training circle for new would be adventurers. As they progressed through their training. New adventurers would start this game and learn that the deeper you went down. The harder it was to come back up.

Gambling Rules (optional)

The player trying to escape must make a claim of how many levels they will escape. They may place however much coin they would like against the opposing side. It's an all or nothing wager.



PANTHEON & PRAYERS



Game Rules

Every player starts with a King, Queen, and Jack; each rolls a D4 die to represent a card suit. This “pantheon” of gods lives for worship and so the goal of this game is to generate the most prayers for your pantheon.

Players take turns rolling a card which indicates the number of heartfelt prayers that townsfolk are making to your pantheon. Number cards equal their face value in prayers. Face cards equal fifteen prayers.

Gods are crafty and, as we all know, rarely play fair. Face cards do more than add prayers: if the face card is the same suit as yours, they “join” your pantheon as an additional +1 member! If the face card is not the same suit, the card acts as your spy and **allows you to steal a “god”** away from any player *of your choice* who has that suit.

Surely, the gods are smiling upon you! Other godly multipliers include: Same Suit = Double Prayers; Same Color = Normal Prayers; Opposite Color = Half Prayers (those heathens!).

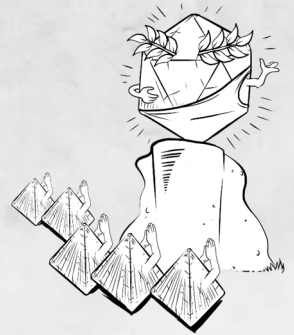
After each roll, the player adds +1 prayer **for every member of their pantheon**. The game lasts for 7 rounds. The pantheon with the highest amount of prayers is clearly the most beloved, and that player wins!

Lore

It is said that Pantheon & Prayers was crafted by a devout group of clerics looking to gain extra favor with their deity. These clerics would entice others with the allure of gambling, but their true purpose was to preach the “word” of their deity. Eventually the game caught on and spread to the less self-serving masses.

Gambling Rules (optional)

At the end of the turn, each player wagers both coins and prayers (the same amount of each) that they will have the highest prayer count for that round (including any prayers they bet). The winner of the round collects all of the wagered prayers. All wagered coins go into a community pot to be collected by the winner of the game.



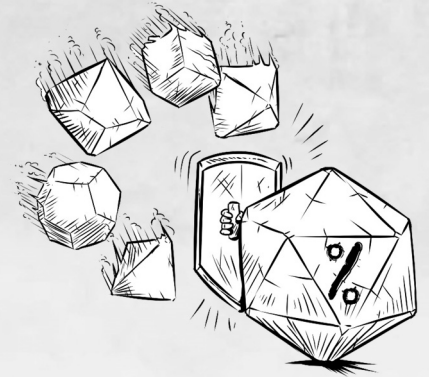
TAKE AWAY



Game Rules

The object of this game is to get the total of percentile dice down to exactly zero. The dealer or DM rolls the percentile dice to set the starting number. Each player may roll any dice they choose during their turn. The number rolled is subtracted from the percentile dice.

If at any point a dice roll would drop the percentile number *below* zero, that player busts and is out of the game. The player to drop the number to *exactly* zero wins. It is possible for *all* players to bust.



Lore

This game was brought to us from the legendary *Farlor Cal* warrior tribe. History tells us that this tribe was practically indomitable. That's because of their tribal credo: no matter the odds, no matter how much defeat seemed inevitable, *all fights could be won*.

The *Farlor Cal* believed that any battle was ultimately a matter of percentages. As long as even one warrior remains standing, they had full confidence their enemy could be reduced to zero.

Gambling Rules (barely optional – go ahead and use these)

The simple addition of dice cost puts a heavy gambling spin on this game. A player can still select any available dice he prefers, but it *costs them coin* to make a roll. Coins spent go into a community pot.

- D4 - 1 coin
- D6 - 2 coins
- D8 - 4 coins
- D10 - 10 coins
- D12 - 20 coins
- D20 - 50 coins


In the event that all players go bust, *all* the coins in the pot go to the dealer or house.



BARD'S HAND




Game Rules

 A quick game designed with very simple rules: the player with the most points after a set number of rounds (determined by a D10 roll at the start) wins.

Players take turns using dice rolls to determine cards being pulled from a deck. A number card is worth its face value. Face cards are worth 15 points, and an Ace is valued at 20 points.




Lore

 This game was a favorite with bards through the ages. When a tavern's business was slow, a bard would go out among patrons and use this game to explain the "hard life" of a performing bard. In truth, the Bard's Hand was actually a friendly competition between other bards in the area. By night's end, the bard with the most coin in their pockets was the winner.

However, since bards are notoriously stingy, the only thing a bard got from winning this friendly competition was a toast of ale (certainly never a free round of drinks... from a bard? You jest!) or an Evil Eye from another bard who was a poor sport.

Gambling Rules (optional)

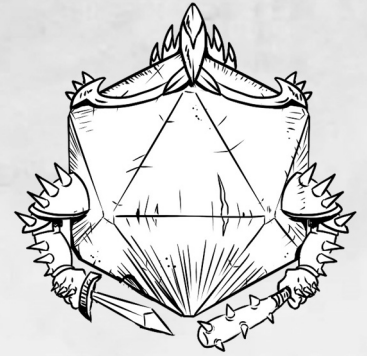
 These rules simply add a wager after each round; other players have to at least match the ante to continue playing. Every player has the opportunity to call, raise, or fold. In the end, the player with the most points takes the pot.

KING'S WAR



Game Rules

Every player is a King in this game and each rolls a D4 to determine their suit. The dealer or DM then rolls to pull out 10 cards (as always, refer to the Dice-to-Card rules, page X). A player receives the point value for any cards that show in their suit. (If you are suited with one or more other kings, the points are split. Feudal wars have been started for less, after all.)



The individual king with the most points at the end of the 10 cards wins. The points are as follows:

Ace	1 point
2-10	face value
Jack	11 points
Queen	12 points
King	12 points

Lore

This game was based on the fabled **War of the Four Kings**. After the war, daring bards joked that the four kings spent more time recruiting troops than they did actually fighting the war. In the end, there were very few fatalities during the war.

Gambling Rules (optional)

Kings neither have to reveal their suit nor how many points they have. After every card a round of betting occurs, with a minimum 1 coin bet needed to stay in the game. At the end of the 10 rounds, the true amount is revealed, and any card points split evenly before the winner takes everything. If you don't like it, you can always start King's War II.



QUEEN'S WAR



Game Rules

This time each player is Her Royal Highness the Queen. Every player rolls a D4 to determine their suit. Each player then rolls to draw their own cards over 10 rounds (a Queen wants to be hands-on, after all). The Queen's War plays out in much the same way as the King's War rules with one major exception: Queens can steal cards from each other! Oh, that traitorous witch!



Players may wish to have a piece of scratch paper to keep up with the royal hijinks. A Queen who wishes to steal from another rolls a D20; her chosen opponent does the same. If the stealing Queen rolls higher, she may take one card from the losing player. However, if the stealing Queen rolls lower, she loses, and her opponent can take TWO cards from her. Each player can steal only once per round.

If a player has zero cards, the peasants revolt, it's "off with her head!" and the player is out of the game.

Lore

History has a way of repeating; there was, in fact, a War of the Four Queens as well. Unlike the male counterpart, this war was brutal and deadly. There was blackmailing, poisoning, murders, and kidnaping. Strangely, there was never an open war fought on a battlefield, which was a relief for the soldiers but a source of constant terror for any servants under one of the four majesties.

Gambling Rules (optional)

Like the Kings before them, Queens do not have to reveal their suit nor how many points they have. After every card a round of betting occurs, with a minimum 1 coin bet needed to stay in the game. At the end of the 10 rounds, the true amount is revealed, and any card points split evenly before the winner takes everything. Complain openly only if you have a servant to taste your tea for you, if you know what I mean.



DEITIES 10



3+

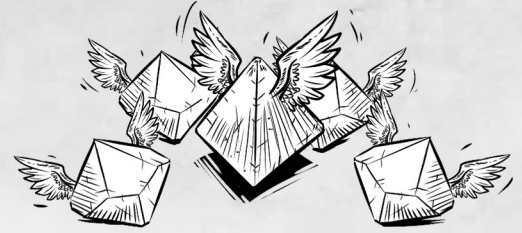


3m



Game Rules

This game is costly to play and is often used when there is more high stakes treasure for the winner. Players buy into the game, purchasing up to five D4 to roll. The cost of each successive D4 goes up the more you buy; however, the more D4 you roll, the better your odds.



All purchasing is completed before the roll. Each player rolls the number of D4 they purchased. The total of their D4 roll is the number of D10 dice the player can roll to get their final tally. Only the D10 rolls count towards the concluding number.

The player with the highest D10 rolls wins.

Lore

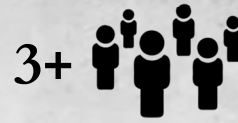
Clerics originally taught this game to members of their order; it demonstrated the benefits of tithing. Unfortunately, the common people were unhappy as it was their money that was tithed. Matters grew to confrontation after a cleric of a certain deity was discovered squandering the tithing funds on his own sinful desires. Naturally the bards soon found out about the would-be game, adding it to their menu of gaming pastimes while destroying the “good name” of the cleric who couldn’t keep the order’s money in his pants... so to speak.

Gambling Rules (optional)

The game is not complicated, so there is only one betting round. Players can gamble upon their ultimate success by placing a bet after they make their D4 rolls. This lets them all know how many D10 dice each player will roll; they can then decide if they’ll be luckier than the cleric the game was based upon. A minimum bet of 1 coin is needed to stay in the game.



KEEP'S KEY



Game Rules

At its heart, Keep's Key is a guessing game. Unless a player possesses some infernal Spell of Arcane Knowing (or other trickery), they will have to rely on either luck or keen powers of deduction to win.

The dealer rolls to determine a random card. The players must deduce that card. Each player may better their odds by purchasing dice. *Players may purchase as many dice as they want* and can continue until they guess right, go broke, or shoot themselves with an arrow in frustration.

DICE PURCHASE

D4 - 1 coin

D6 - 5 coins

D10 - 20 coins



A D4 dice roll will display a suit. The dealer will respond with a "yes" or "no." If "yes," then the player has the correct suit and may move on to the D6 roll.



The D6 dice are trickier. Each roll represents four or five *possibilities* for the dealer's card. As before, the dealer may only answer "yes" or "no," which only narrows down the choices.

1-2 = Ace, 3, 10, or Jack.

3-4 = 2, 7, 9, or Queen

5-6 = 4, 5, 6, 8, or King



The final die, the D10, costs more but also reveals more. The D10 represents the actual face value of the guess. The dealer responds with "higher" or "lower" or "winner!"

The first player with enough coins (or patience) who correctly guesses the dealer's card wins the game and all coins in the pot from the purchasing of dice.



KEEP'S KEY

Lore

Back through the fog of time, an old wizard once forgot where he put the key to his tower. He searched high and low, trying in vain to guess the location. He eventually found it when tripping over the mat by the door (the key was underneath). Some say a wizard's brain is much like the fog of time.

Gambling Rules (optional)

Having to buy dice to improve one's odds makes this game a gamble from the start. The only addition to Keeps Key through Gambling Rules is that the winning player now receives double the coins all players used to purchase dice. This is more often done when there is no actual prize to be won.



HEARTH & HOME



3+



Game Rules

This game is about number management. A defending player must invest the gold in their family fortune (represented by the D10) to make sure none of their assets (D20, D12, and D8) drops below one in value. The defender can use the D10 (and *only* the D10) to transfer numbers to the other dice.

The defender places his four dice with the high number up (20, 12, 10, and 8). The dealer has the same set of dice and rolls each dice once, subtracting that number from *any* of the defender's asset dice (but not the D10 family fortune). The dealer can only roll each dice once, and can only deduct from the D20, D12, and D8 twice each.

After each of the dealer's rolls, the defender can siphon "gold" from the D10 to bolster any of their asset dice. For example: if the defender's D20 gets dropped to 2, the defender can move up to 10 points from the D10 to boost the number. If the defender moves 8 points, the D20's total goes back up to 10. Once moved, a D10 point cannot be reclaimed. Once the D10 drops to zero, the family fortune is gone.

The dealer has four rolls to break at least one of the asset dice and win. The defender's goal is to keep the D20, D12, and D8 dice *all* to a value of *at least one* using the 10 points from D10 dice.



Lore

Small farming villages use Hearth & Home to teach young children about the importance of managing the farm. The D20 represents the family home, the D12 is food on the table, the D8 is the lands around the home, and the D10 signifies the family's coin purse. Money can only solve so many problems; when it's gone, it's gone.

Gambling Rules (optional)

The gambling centers entirely on the D10 dice. The defender must bet at least 10 coins (representing the starting amount in the family fortune). If the defender wins, his payout is his initial bet multiplied by the number remaining on the D10 (so letting the D10 family fortune drop to zero isn't very strategic for gambling!)



HEROES RISK



Gambling Rules (mandatory)

The highest dice total after one roll wins. Sounds pretty simple... but players have an option to purchase additional dice before rolling.

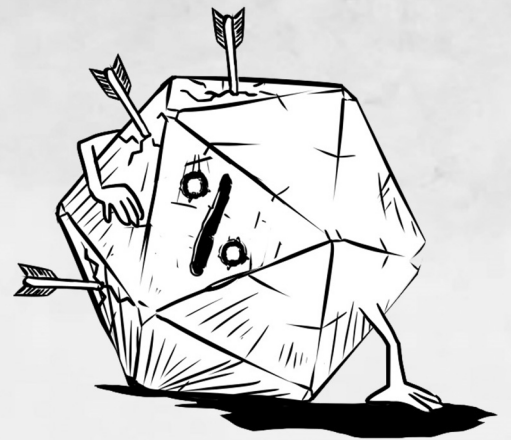
D12 - 12 coins

D10 - 10 coins

D8 - 8 coins

D6 - 6 coins

D4 - 4 coins



No other players have to know how many dice you purchase. The dealer will ensure proper payment for additional dice bought is received at the end of the round.

Once purchases are made, the dealer and players all roll their D20. This locks out further dice purchases. Players who bought additional dice can roll them (if needed) after the D20 roll. Highest total wins!

Lore

Another historical game brought to us courtesy of the training circle of Cirtal Lor Valdrum. As new adventurers progressed through their training, they would inevitably attempt to bring more gear with them... sometimes more than they needed, sometimes so much it proved to be a detriment. This game taught new adventurers that not everything they bring will yield great results. Now it teaches gamblers how to efficiently lose their coins!



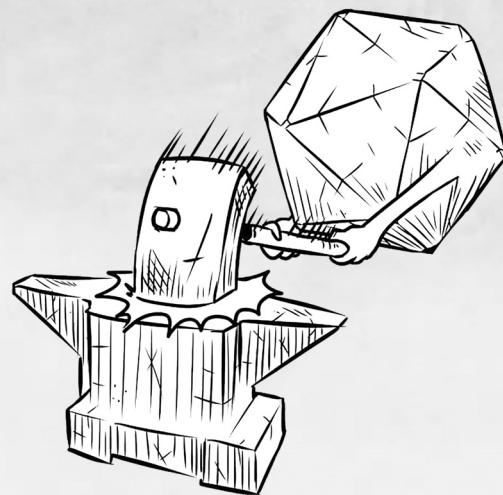
BLACKSMITH



Game Rules

One of the few games with a mandatory number of participants, Blacksmith pits two players, working in tandem, against the dealer. The game will last for a D10 determined number of rounds. The dealer starts by placing a D20 on the number 10; this represents a raw piece of iron that must be worked properly by the players. The value of the D20 must never drop below 1 nor rise above 20.

Each player rolls a D8: one player will subtract their roll but the other must add theirs. The dealer There are always variables to metalworking, so the dealer will roll a D4 after both players roll. Odd numbers of the D4 roll will subtract the value, while even numbers will add. After the pre-determined number of rounds, if the value of the D20 is between 1 and 20, the tandem players win!



Lore

This game was created by the dwarven people, known throughout the realms as the finest blacksmiths to be found. This was a simple way and fun way to teach young dwarfs about smithing; they learned that iron, steel, or any crafted metal took a steady hand and team work.

Gambling Rules (optional)

No gamble, Blacksmith becomes “all or nothing.” Both players must wager an equal amount. The payout for winning is their combined ante multiplied by the number of rounds played.



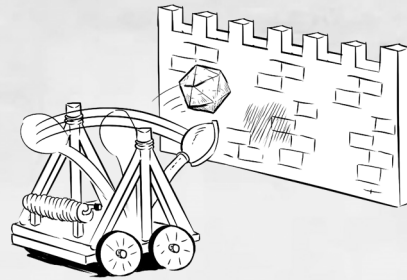
CASTLE



Game Rules

1his game approximates the assault on a fortified castle. The attacking player uses percentile dice to display 99 – this represents the number of siege soldiers the attacker has mustered. The attacker uses the remaining dice once to assault the castle, each dice representing a different style of attack.

- D4 - Planning
- D6 - Bombarding the Walls
- D8 - Attacking the Gate
- D12 - Tunneling Under the Castle
- D20 - Scaling The Walls



Each assault roll shows how many soldiers the attacker will lose in the attempt and is subtracted from the percentile dice. However, the attacker receives a D10 roll of reinforcements *every turn*.

The other player defends their castle with a regiment of 1000 soldiers. That is their full battalion; *they will not regain any reinforcements*. The defender rolls a D10 after every assault, *then* multiplies the D10 result with the value from the attacker's roll. The final number is how many brave men gave their lives in defense of the fortress; that number is subtracted from the remaining number of defending soldiers.

The attacker wins if they can drop the defender's total down to zero. The defender wins if the attacker's soldiers are all killed or if the assault fails after the attacker rolls all five attack dice.

Lore

Qoriginally conceived to demonstrate the finer points of assaulting a castle, the game became more of an entertaining way to pass the time than a tutorial about how an army that is sieging is not winning.

Gambling Rules (optional)

1he payout is based on how many soldiers the winning player has in the end. They receive two coins for every soldier remaining.

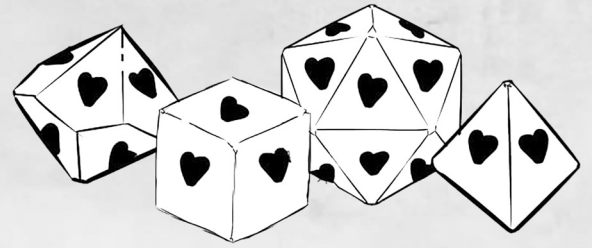


MAIDEN'S HAND



Game Rules

The dealer is the Maiden, an innocent lass just learning the guidelines to the game of Love. The dealer starts with 13 heart cards representing the Maiden's attraction. All 13 are random (using the *Dice-to-Card* rules) and are only revealed after a player has attempted to steal a heart.



Because that's what all the dastardly players are trying to do: steal a heart from the Maiden to win her hand. To steal a heart, each player will roll the dice to draw a card. If their card is a higher value than the dealer's top card, the player steals the heart. You cad!

The game lasts 13 rounds. The player with the most hearts in the end wins the game and the beauty!

Lore

This game was originally very popular amongst young boys of the village. They would all get together and simulate courting the town's young girls using the Maiden's Hand game; it was a prepubescent boy's equivalent to picking petals from a flower. She loves me, she loves me not; she stabs me, she stabs me not. Local adults caught wind of the game, and as with everything fun or worth doing, they forbade the children from playing the game then immediately took it into the tavern and used it to determine who would get "dibs" to ask a particular girl to dance, spend time together, or whatever else was on the table. Although, as taverns were public venues, doing anything on the table was discouraged.

Gambling Rules (optional)

This game uses a simple win or lose format. If the gambling is by coin, then every player must agree on the amount. The player with the most heart at the end wins!

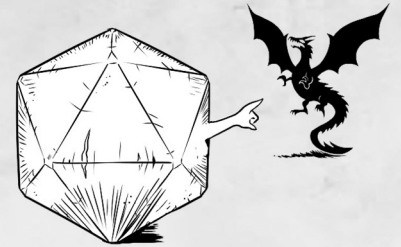


DRAGON ATTACK



Game Rules

The game simulates surviving a dragon assault, without all the screaming and flying body parts. Each player starts with zero points, symbolized with a percentile dice. Suddenly a dragon has been sighted heading to your town! What will you do? With precious time to prepare, players take turns drawing cards (using the *Dice-to-Card* rules) and adding those points to their percentile dice just to survive.



A number card is worth its face value. Face cards are worth 15 points, and an Ace is valued at 20 points.

The dragon attacks after every player roll with increasing damage as the fight continues. The dragon deals damage *for every card drawn* each round. D4 damage for round one, D6 damage for round two, and D12 damage for round three. Players may also choose to *not* draw a card on their turn and “hide.” It may make them a craven coward, but it also means the dragon can’t literally spit roast them that round.

Do you win by slaying the dragons? Gods, no! The winner is the player who is the least dead – meaning the player with the highest number remaining on their percentile dice.

Lore

This game was inspired by a devastating dragon attack that, because of the early dragon sighting, resulted in exactly zero casualties. The village and its heroes were able to hunker down, fend off the dragon, and ultimately evacuate safely. Bards, as they do, begin to regale the story using dice. The game eventually became very popular, in part because nothing was trying to torch or eat any of the players.

Gambling Rules (optional)

Players may hide which card they draw and bet a minimum of one coin every round. If a player becomes dragon chow and is killed, they are knocked out of the game and lose any coin they have put in. The winner walks away with the entire pot.



RIVER

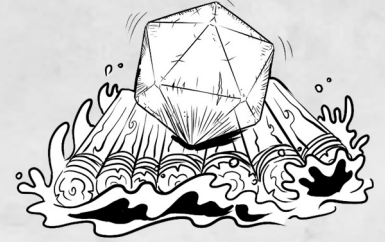


3+



Game Rules

Welcome to white water rafting, Diception-style! Hold on tight; the whole purpose of this game is to hang on to the raft for dear life for a D10 determined number of rounds.



The dealer starts by placing a percentile dice on the table showing 50; that represents the raft and your lifeline to safety. Each player then rolls a percentile dice of their own and leaves the value showing on the table. The dealer then rolls a D20 to see if you hang on for that round. If the D20 roll is odd, the dealer subtracts the number from the raft's 50. If the D20 roll is even, the numbers are added.

Did you hold on for dear life? If a player's percentile roll is more or less than 20 points from the adjusted raft total, then they are knocked off the raft. If it is within 20, they survived for yet another round!

The game lasts for a predetermined D10 number of rounds.

Lore

Once there was a river boat captain who always took the challenge to transport goods down one of the roughest rivers in the lands: the dreaded Nitsew River. The Nitsew is known for being unpassable during even the dry seasons, but on one occasion, the payment was just too good to refuse. The captain took the cargo job during the infamous flooding season. He was good; in the end, the river boat captain completed the delivery, but lost nearly all of his crew to do so.

Gambling Rules (optional)

All players must put in the equal amount to begin the game. The payout – equal to the pot multiplied by the number of D10 rounds – will be split between any remaining players.



HEALER'S HAND



3+



9m



Game Rules

This players vs. dealer game symbolizes a battle scenario where healers in a raiding party are responsible for keeping the group alive. The match will last a predetermined D10 number of rounds.

Each player has 20 HP to begin, represented by a D20 dice. If that number falls below one, they are out and their next of kin will be notified. At the beginning of every round, players either declare as “Healer” or “Battler.” Both types then roll a D6 to determine the body location where they will can take damage for that round.

The dealer then rolls two D6 dice: the first will be for body location where damage hits; the second will be the amount of actual damage done. If the dealer’s D6 body location matches any player’s D6 roll, that player gets whacked for the dealer’s D6 damage amount, which is subtracted from the player’s D20 HP.

A Battler is now eligible to receive a D4 heal from any Healer in the party. The injured Battler adds the D4 value back to his D20 HP. Only Battlers can be healed; Healers cannot heal themselves or other Healers.

A Battler may only receive one heal every three turns. Any player can choose to declare as Healer or Battler at the beginning of the next round. The strategy is to make sure that enough Healers are available to keep players relatively healthy, and enough Battlers declared to have their wounds healed before they die.

Lore

Bards loved to regale listeners with tales of healers on the battlefield. These brave medics were constantly healing others and working hard to keep soldiers from death’s door while avoiding meeting the Reaper firsthand themselves.

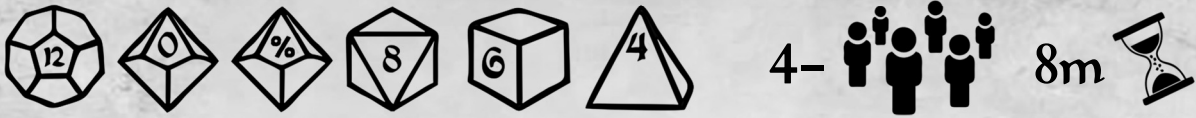


Gambling Rules (optional)

Players bet on which of their party will end up with the highest HP at game’s end. Players who bet on an individual place dice by that player to represent their total bet.



HANG HIM!



Game Rules

Another players vs. dealer game where the players try to avoid the noose while the dealer tries to string them all up.

The dealer sets a percentile dice on 50; this represents the middle ground before the hanging. The dealer's goal is to roll a dice and get the rope number up to 100. The players, on the other hand, each roll dice to drop the rope number to 0. This game can be played with multiple people, but the better the odds for the players, the worse the payout.

The size dice rolled depends on how many players oppose the dealer.

1 player – D10	Dealer – D10
2 players – D8 each	Dealer – D10
3 players – D6 each	Dealer – D12
4 players – D4 each	Dealer – D12

The game continues until the rope number reaches 0 or 100.



Lore

This game became famous after a crowd gathering at the hanging of a famous rogue. While his crimes were severe, he had become a hero to the people. As the hangman prepared the noose, an argument arose; the townfolk argued for his release before the king while the rich (who were the victims of the rogue's crimes) argued for his death. In the end, the king feared an uprising and gave in to the commoners' demands. That night the rogue robbed the king's crown jewels and was never seen again.

Gambling Rules (optional)

The payout is double the total pot. However, all players must ante equal amounts.



DUNGEON ESCAPE



2



4m



Game Rules

This game is essentially a race between two players to complete a series of card draws in the proper order to escape confinement in a dank and dusty dungeon.

Each player must draw cards in a certain order to escape. Each wrong card draw is considered a “fail;” each player is only allowed five fails before their escape attempt is permanently over and they lose. To advance the player’s escape, cards must appear in this order:

- ♠ - a spade represents escaping their shackles.
- ♣ - a club symbolizes knocking out the guard.
- ♥ - a heart symbolizes recognizing the layout of the castle to escape.
- ♦ - a diamond represents a payoff to locals to hide until the coast is clear.

Lore

The famous rogue Tilt Little boasted that he could escape any dungeon. It seemed almost as if he were caught on purpose just to prove he could escape the dungeon of his incarceration. Ultimately, Tilt was true to his word, finally escaping Lorknor Dungeon itself, one of the most famous of all prisons.

Gambling Rules (optional)


A player puts up whatever ante they wish to bet. Their payout (should they escape) is based on their number of failed escape attempts – the fewer the fails, the higher the reward.

- 0 fails - 5x ante
- 1 fail - 4x ante
- 2 fails - 3x ante
- 3 fails - 2x ante
- 4 fails - break even
- 5 fails - game over



HOW TO OFFICIALLY CHEAT

You Bloody Cheater!

 There will always be players who want to tilt the odds in their favor, either in combat or in games of chance. We've cooked in cheating rules for those adventurers willing to take extra risk. They should be warned, though: if caught cheating in a gambling establishment, they'll have to run fast to avoid a good thumping – or something more violent – from casino security.

Cheating is handled simply. First, the cheating player has to declare how he's trying to cheat; in other words, what the end result will be if he cheats successfully.



Next, a D20 Sight Check is made by either each party member playing the game with the adventurer or by the GM/DM on behalf of casino security. This represents the level of scrutiny the potential cheater is facing and sets the difficulty of cheating for that round. A new sight check must be made *every round* a cheater is trying to pull a fast one.

D20 Sight Check (Cheat Difficulty)

- 1: **Undetected.** Automatic fail and the cheater is successful
- 2-5: **Easy.** Cheat Difficulty set to 20
- 6-10: **Standard.** Cheat Difficulty set to 30
- 11-15: **Tough.** Cheat Difficult set to 40
- 16-19: **Hard.** Cheat Difficulty 50
- 20: **Impossible.** Automatic success and the cheater is caught



The cheating player then rolls percentile dice to see how good he is at sleight-of-hand. If the percentile roll is higher than the Cheat Difficulty, the player pulls off the cheat undetected. ***Smooth!*** If the percentile roll is equal to or lower than the Cheat Difficulty, the player bungles the cheat and is caught in the act. ***Pinched!***

The GM, of course, has the flexibility to allow the cheating player to modify his roll using his Bluff or Deception skill, or can modify the Cheat Difficulty based on what the cheater is trying to pull off.



THE NATURAL 20 CASINO

Have Fun! (It's Only Money!)

Diception games are designed for your characters to play literally anywhere during their adventures. But as an added bonus, we're also giving you a high-end (though occasionally seedy), well-known establishment that caters to dice, gambling, drinking, and carousing that you can incorporate anywhere on your campaign map: the **Natural 20 Casino**.



APPENDIX

The Natural 20 is no ramshackle hut in the forest; over a football field wide, this casino is a sprawling enterprise of its own, complete with food, alcohol, and a host of private gambling suites for adventurers. The Natural 20 caters to everyone from Low Rent Swindlers to High Rolling Gamblers. The establishment's true owners are unknown to the public, but it's not part of any local faction or cartel.



A) THE KRAKEN LOUNGE
Food, Drink, & Entertainment

B) THE GILDED GOBLIN
Low-End Suites & Gambling

C) THE DRYAD'S DREAM
Mid-Range Suites & Gambling

D) CHAMBER OF THE GOLDEN DRAGON
High-End Suites & Gambling

While some gamblers may be dirty dealers, the Natural 20 is completely above board and expects its patrons to act accordingly. There is plenty of security to make sure no strong arming or thug tactics is employed between the "guests" – and to keep the gamblers as honest as possible – but the wise traveler will always beware nimble fingers and fast talkers.

CASINO ENTERTAINMENT

THE KRAKEN LOUNGE

The main entrance to the Natural 20 Casino, the Kraken Lounge is home to the casino's main bar and restaurant and the primary venue for entertainment and casual games. There's more socializing than gambling here in the Lounge, and it's the main hangout for the casino's regulars and less hardcore gamblers.

THE GILDED GOBLIN

Those looking for lodgings to sleep off a hangover or bemoan loss of their meager fortune gravitate to the Gilded Goblin. These are the low cost rooms, although at just 3 silver pieces they're still a great value for the price (the casino always looks to earn repeat customers). While the furnishings are cheap and the walls bare, each room comes with a clean bed, a night stand, and two small end tables.

Of course, a gambling parlor is available just underneath the rooms; it's available to the public as well.

THE DRYAD'S DREAM

These are the mid-level rooms; for 15 silver pieces, each room is furnished with a larger bed, night stand, and two small end tables, but they're definitely a step up from the Gilded Goblin. The room walls are decorated and are artificially sprayed with a pleasant smell.

The gambling salon is also right below the rooms, but this one is exclusive to the room patrons.

CHAMBER OF THE GOLDEN DRAGON

Over charge for this private gambling den is 3 gold pieces. A prime room is included if the patron wishes, although most of the gamblers here are hardcore. The room furnishings are lavish; a large comfy bed, two sizeable dressers, and two end tables. Room security is available for additional fees, but safes are provided in-room and it would take a small army to break through the door and lock.

The gambling chamber itself is guarded by bouncers and is situated toward the back on the casino.



APPENDIX



KRAKEN LOUNGE MENU

EDIBLES

Bread Bowl - 1cp

Fresh wheat bread w/ dipping oil

Fish Stew - 3cp

Savory stew with tender fish and grains

Peppered Hare - 4cp

Spiced strips of rabbit on a bed of greens

Blood Sausage - 1sp

4 sausages served with side of red gravy

Rotisserie Fish - 5cp

Slow-cooked lake fish over noodles

Rotisserie Chicken - 7cp

Half chicken w/ tubers and greens

Cheese Platter - 4sp

Assortment with crackers and mustard

Pan Fried Steak - 1gp

Served with cream sauce and sprouts

Herb Chicken - 9sp

Grilled, sliced chicken with rice

Frog Stew - 4sp

Hearty stew with chunks of frog, tubers, and green beans

Grilled Pork - 3sp

Grilled pork side with rice and leeks

Deep Fried Beef - 4sp

Beef slices fried in herb oil with peas

Grilled Sausage - 6sp

Thin-sliced homemade sausage

LIQUOR

Happy Man's Gin

The frugal alternative

Bottle Price - 5sp

Shot Price - 7cp

House Gin

Flavorful and made out back

Bottle Price - 7sp

Shot Price - 9cp

Rogue's Knife Gin

Stout and can sneak up on you

Bottle Price - 9sp

Shot Price - 2sp

House Whiskey

Home-brewed corn whiskey

Bottle Price - 9sp

Shot Price - 1sp

Hill Giants Whiskey

Crafted by local hermit Eiboh - potent!

Bottle Price - 6sp

Shot Price - 1sp

WINES

Insanity Wine

Imported from Crossroads Region; you're crazy to drink it!

Bottle Price - 5gp

Glass Price - 1gp

Limit 2 glasses without room!

Depressed Hag Wine

Fermented and consumed locally

Bottle Price - 1gp

Glass Price - 3sp

Chateau de Ginger

Fruity with a wonderful bouquet

Bottle Price - 9sp

Glass Price - 2sp

Chateau de Wojtek

Earthy and powerful

Bottle Price - 3gp

Glass Price - 8sp

ALES

Bear Lager

Nutty lager with pleasant finish

Mug - 7cp

House Ale

Golden ale, fruity and tart

Mug - 7cp

Drunken Fungus

Micro-brewed dark Pilsner with bitter finish

Mug - 4cp

Raw Boc

Earthy/fruity brew from northern reaches of Ridgeline Mountains

Mug - 4cp

Hammer Ale

Powerful brew from the Stonemaul Dwarves

Mug - 4cp

HOUSE SPECIAL Elixir of Life

Spend all your money on this pointless drink and realize how depressing life truly is. But at least you got a drink.



APPENDIX

CASINO STAFF

Enjoy and Behave; It's Both or Neither!

Deakran CASINO SECURITY

At 7'4" tall, Deakran is a broad, bulky figure who's very presence is usually enough to prevent trouble or cheating. Once a tireless mercenary, he eventually found employment at the casino and worked his way up to the top of the security force. He's the living epitome of "silent but deadly" – he only speaks when necessary and a smart man knows to pay attention or otherwise learn what a true beast Deakran can become! Highly territorial, Deakran patrols the casino in a pattern no can predict, and few are willing to risk him using the great axe strapped to his back by hoping he won't catch them breaking casino rules.



Releek Oxgolem CASINO SECURITY



Releek Oxgolem is a product of a troubled past. Once called "Dentharus," Releek runs casino security with Deakran; though equal in rank, Releek wisely defaults to Deakran's command. A handy man of sorts, when Releek isn't protecting the casino, he can often be found there as a patron, dangerous gambling away his wages. Before his time in security, Releek was originally a design contractor to create an impenetrable vault for a gambling location that became Natural 20. When construction of the vault was completed, he was hired as security to make sure the vault was as unassailable as he promised.

The Great Gavin Heartwood ENTERTAINER

This self-proclaimed "great wizard" claims to come from wealth and plays the part by always dressing to the nines in finery. He is usually followed by an entourage of summoned servants – often unseen – who perform his every bidding and help with any antics he "conjures" up. Gavin harbors a dark secret: he actually is a warlock. He carries a collection of magic items that allow him to put on the act of wizard; he uses his warlock powers only when necessary. He is a bit annoying and gets in the way of patrons. He can be loud and rather boastful at times, but when he's full of himself, it doesn't come off as endearing like Echo the barkeep.



APPENDIX

CASINO STAFF

Echo

"BARKEEP"

Although a master of both personal charm and mixology, Echo has been known on occasion to make use of magical hexes to charm the savage patron. He's personable in a loud and boisterous way; his thundering laugh reverberates through the Kraken Lounge. Echo has invented drinks that no one has ever heard of before – nor likely will again. Part expert combination of flavored liquors and part twinkle of magical charm, he's known throughout the lands as an Epic Level Bartender. Despite his energetic demeanor, he never ventures from behind his bar; that said, patrons often seek out his companionship, and his flirtatious ways are not lost upon the ladies. He prefers to call security rather than get directly involved in a conflict; he might be afraid he'll hurt someone.



ECHO'S MYSTICAL BOOK OF ELIXIRS

New Moon

When cast, the drink changes colors from black to a rising spirit of yellow.

Effect: Drinker feels refreshed and cool (both in temperature and hostility). Drinker gains back 1 lower level spell.

Crescent

A yellow swirling beverage

Effect: Drinker makes a DC 16 Constitution Save. If passed, drinker gains temporary 1 Str or Dex and -1 to Wis or Int. If the roll is a natural 1, the drinker passes out and falls to the floor, remaining unconscious for 2d4 hours.

Celestial Body

Silvery red effervescent drink

Effect: Temporary +1 to Wis and Int, plus the drinker will feel like playing or staying in the casino.

Heavenly Body

White colored liquid with streaks of cyan

Effect: Unlike most drinks, this concoction immediately sobers the drinker.



APPENDIX

CASINO STAFF

Linea

CASINO SERVER

Linea isn't a waitress in the standard sense; she makes her living walking through the casino and selling items to patrons from a large tray she wears with a harness. Almost any item imaginable is on the tray (drinks, snacks, etc.) and even more valuable goodies for sale are hidden beneath the tray's false bottom. Anything the party may need that could reasonably be carried on a tray can be part of her supply at the GM's discretion.

Linea is mute, but very intuitive. She communicates with amazing clarity through expression and gestures. Special glands in her skin release scent pheromones based upon her emotional state. For example, if she's relaxed, she may give off the smell of warm rain. If she's fond of someone, the air will be filled with the light scent of spring flowers. The same holds true for negative emotions as well. When angry, the party may smell burning oil or rotting foliage.

The extent, power, and effect of her scents is up to the GM. When she is working, the smells may be barely noticeable. If she is defending herself, scents may be overpowering to the characters or other NPC's. The type of scents she emits may be different depending on the RPG genre where the campaign is played. For example, anger in a Sci-Fi setting would smell like lasers searing through ozone.



Grumble

JANITOR

Grumble the gnome is a member of the secret organization known only as "The Patronage." He's the go-to casino employee for gamblers to acquire items that security would rather keep outside the premises.

His well-worn travel boots and overcoat are threadbare at the tail and caked with mud, but his vest and trousers are well tailored and made of fine cloth. He wears a pair of rings on each hand and he *never* smiles. Seriously, not once. No one even knows if it's possible.



APPENDIX

MEET THE PATRONS

But Keep an Eye on Your Coin Purse!

Pepperina Sparklegem **GNOME DRUID**

Pepperina is flamboyant and always wears her trademark peacock feathered tiara. She is the poster gnome for “having a good time.” She almost always has a cocktail in hand but can be caught taking a nip from a flask she keeps hidden on her person. Her druid nature gives her a natural love for animals, but bears are dear to her heart. She is a most loyal gnome, even more so when it comes to her family. Right or wrong, she will defend her family with words, weapons, or magic – and that often includes sticking up for her cousin Nora Bunnyflop.

Nora Bunnyflop **GNOME ROGUE**

Nora is a casino nightmare, frequently utilizing her sneaky powers to pick the pockets of patrons and gamblers or rigging games of chance. She often just can’t help herself; being naughty helps her forget her broken marriage to Nigel. The mead also helps, making her feel as young and invincible as when she was 24. Don't ask her where her hat is, though: Nora hates the stereotype that gnomes wear hats and refuses to wear one, despite the gaudy tiara her cousin wears. They may seem like opposite sides of a coin, but Nora and her cousin Pepperina are fast friends; given the chance, they’ll break out in song with Pepperina playing the ukulele and Nora playing spoons.

Akta **TIEFLING SORCERER**

Sober and shy, red-skinned tiefling Akta is highly cautious of others, often standing aloof in a dark cloak and watching for suspicious behavior. Once, long ago, she was an adventurer herself, traveling the land with her beloved pet mouse Ginger. She misses those days (and her pet) and continues to look for a new critter to nurture.

Starla Frost **ELF SORCERER**

With porcelain-colored skin, pink hair, and ice blue eyes, Starla has a weakness for shiny objects. She’ll use her feminine wiles to charm you out of your trinkets. If that fails, she may surreptitiously relieve you of your shiny when your head is turned. Starla is quite the character; she has a soft spot for children and is overwhelmed with excitement if she wins at a game. You’ll know when that happens as she’ll suddenly squeal “I JUST BEAT GIANT’S STONE!” at the top of her lungs and perform a curious dance.



APPENDIX

MEET THE PATRONS

Rhys Vanderburg **ELF SORCERER**

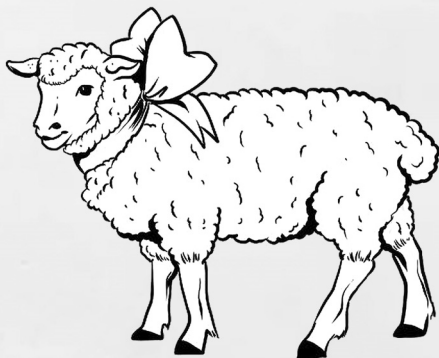
Rhys has a thing for wearing leather that matches her sexy, intimidating personality. She has a big heart and will fight for those she cares about with everything she's got with fists and spells and her elemental weapons. She's known for performing a trick at the bar: Rhys will use her freeze ability to chill a patron's drinks then light a passion in the patron with her fiery gaze.

Tari Waves **WATER GENASI CLERIC**

Tari dreams to this day of her long-lost true love, vampire lord Strahd Von Zarovich of Barovia. The bite mark on her neck is the only memento she has left of that love. Her impulsive nature puts herself or anyone around her at risk as she has a tendency to do whatever she wants, whenever she wants, without thinking it through.

VISIT THE CASINO!

You Never Know What You'll See!



DONUT
The Casino Mascot



THE CRITS
A Local Band of Great Renown!







Feeling Lucky? Let 'em Roll!



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