

Well met, Players!

I think in all fairness, I should explain to you exactly what it is that I do. As the premier prankster of the Forgotten Realms, it is my divine duty to sprinkle the gnomish spirit throughout the multiverse. Nobody—and I mean nobody—better take themselves too seriously. Especially not now. Now more than ever is the time for fun. Time for games. Time for a little bit of good luck.

Please take these games and play them. Play them with your friends, your lovers, your pets, your kids, your whatever. Play them at your next family gathering with your weird uncle and let your laughter enchant him. Play them by yourself before your next D&D session, as you prepare your mind for adventure in the world as it ought to be.

Just play. And remember that in life and in gembones, sooner or later you will succeed. But only if you keep rolling.

Good luck!

Carl Glittergold

◆ TRIPLEDIP ◆

A GAME OF CHANCE PLAYED WITH THREE GEMBONES OF THE SAME VALUE

Order of Play

Step One. The game begins. All players roll 3g4 in the betting zone, or 'tray'.

Step Two. Any player that scored a 'point' by rolling one of the winning combinations is 'locked' and does not roll again until a new game begins. (See Winning Combinations)

- ◆ If all three gembones show the same number, that number is the point score. This is known as 'trips'.
- ◆ If two of the three gembones show the same number, the number of the third gembone is the point score. This is known as 'dubs'.
 - If two players score the same point with dubs, the number on the non-scoring pair of gembones is the tiebreaker.

Step Three. All players that have not yet locked in a point reroll the same 3g4 until they roll a winning combination.

- ◆ All gembones must always be rolled.

Step Four. When all players are locked, the player with the highest winning combination wins the game.

- ◆ If the winner scored with dubs, all other players give the winner 1g4.
- ◆ If the winner scored with trips, all other players give the winner 3g4.
- ◆ If two or more players have the highest score and cannot be resolved by tiebreakers, those players reroll 3g4. The first player to score any winning combination wins the game.
 - All players that did not have the highest score of the initial game give the winner gembones based on the winner's initial highest score.
 - All players that also had the highest score of the initial game but did not win give the winner gembones based on the winner's final score.

Final Step. The game ends and a new game begins.

WINNING COMBINATIONS

TRIPS	WINNER RECEIVES
4, 4, 4	3g4 from all players
3, 3, 3	3g4 from all players
2, 2, 2	3g4 from all players
1, 1, 1	3g4 from all players
Dubs ('X' is the pair of matched gembones)	Dubs tiebreaker is the highest 'X'
X, X, 4	1g4 from all players
X, X, 3	1g4 from all players
X, X, 2	1g4 from all players
X, X, 1	1g4 from all players

◆ LUCKY NO. 13 ◆

A GAME OF SKILL AND CHANCE POPULAR AMONG WORSHIPERS OF THE TRICKERY DOMAIN

Order of Play

Step One. Each player rolls g10 to determine the order of play, beginning with the lowest number and continuing to the highest number.

- ◆ Players should physically rearrange in this order around the table if possible.
- ◆ If two or more players roll the same number, those players roll a g8 to determine their order between themselves within the overall order.
 - Continue this method for tiebreakers using a g6, a g4, and if necessary, a g2 (flip a coin).

Step Two. Players take turns in order rolling one gembone at a time, choosing from a g4, g6, g8, and g10, attempting to roll a total of 13 without going over, or 'busting'.

- ◆ Players may roll each gembone only once.
- ◆ Players may choose to stop rolling at any time.
- ◆ If a player either rolls over 13 or stops rolling, it is the next player's turn.

Step Three. Play continues until either:

- ◆ Someone rolls a 13.
 - The game is over. They are the winner.
 - They win 1 gembone with the highest result from each player that took a turn.
 - If two or more gembones show the highest result, the winner gets the larger gembone.
 - It is possible that other players did not get to take their turn. This is another advantage of rolling later in the game.
- ◆ All players had a turn and nobody rolled 13.
 - The game is over. The player that was closest to 13 is the winner.
 - They win 1 gembone with the lowest result from each player that took a turn.
 - If two or more gembones show the lowest result, the winner gets the smallest gembone.
- ◆ If two or more players have the same highest result, the player that rolled the least number of gembones is the winner. All other players that rolled the same highest result do not give gembones to the winner.
 - If two or more players have the same highest result and rolled the same number of gembones, the player with the highest individual result is the winner, followed by the second highest result, and so on.
 - If the winning rolls are identical, reroll all the gembones in a single roll. The winner is the closest to 13 without busting.

Final Step. The game ends and a new game begins.

◆ ROLLED GOLD ◆

A GAME OF CHANCE WITH A NUMBER OF PLAYERS COMPETING AGAINST THE HOUSE

Order of Play

Step One. Players place the table minimum wager die, or 'buy in' in the betting zone, or 'tray'.

- ◆ Players may place a higher value die or more dice in the tray before the game begins.
- ◆ All dice in the tray before the game begins must be wagered in that game.

Step Two. The house rolls 1g20, and the game begins.

- ◆ If the house rolls a 1, all wagers in the tray are paid 1 to 1, and the game is over.

Step Three. The house calls the game's payout die based on the g20 result. (See Payout Table).

Step Four. The house calls for players to place their wager dice in the tray.

Step Five. Players place new wager dice in the tray, up to the table maximum.

- ◆ Three wager dice per game is standard.
- ◆ If the wager die is larger than the buy in die, a player may choose to remove the buy in die from the tray, or let it ride.

Step Six. The house will call for all bets to be final. The house inspects all trays. Players should not touch the dice or the tray until the house calls for players to roll their dice, or ROLL 'EM!

Step Seven. The house calls, ROLL 'EM!

Step Eight. Players roll each wager dice one at a time and leave them in the tray for the house to examine.

- ◆ Touching any dice or the tray after the final roll is considered bad form.

Step Nine. The house will examine each final roll:

- ◆ If the result is a 20, the house pays 3 to 2 of the payout. A 20 on the gembone is known as 'Rolled Gold'.
- ◆ If the result is equal to or higher than the house g20 roll, the player receives the payout die from the house.
- ◆ If the result is lower than the house g20 roll, the house takes the wager die.

Final Step. The game ends, and the next one begins. Players clear the tray of all dice except the buy in dice for the next game.

PAYOUT TABLE

House D20 ROLL RESULT	PAYOUT DIE
2-3	g4
4-6	g6
7-8	g8
9-10	g10
11-12	g12
13-18	g20
19-20	g100

◆ BAROVIAN BONEYARD ◆

A GAME OF CHANCE PLAYED AGAINST THE HOUSE

Order of Play

Step One. All players place their g6 wager die in the tray.

- ◆ A player may choose to wager multiple gembones for the same game. Each roll resolves individually.

Step Two. The house rolls 2g6. The game begins.

Step Three. The range between the results of each of the house rolls determines the winning combinations for the game. The greater the difference between the two rolls, the better odds the player has of winning.

Step Four. Players roll 1g6 and compare the result to the house rolls:

- ◆ Results lower than the highest house roll and higher than the lowest house roll are known as 'Ravenloft'. Payout is 2 to 1.
- ◆ Results matching either of the house rolls is known as 'Svalich'. Payout is 1 to 1.
 - If the house rolls doubles, matching the roll is known as 'Vallaki'. Payout is 2 to 1.
- ◆ Results higher than the highest house roll and lower than the lowest house roll are known as 'mist'. The player loses the gembone they rolled.
 - House rolls of the highest and lowest value on the gembone are known as 'Van Richten'. A player will win something on Van Richten no matter the result of their roll.

Final Step. The dealer calls out the name of each player's roll and payouts are resolved. The game is over, and a new game begins.

WINNING COMBINATIONS

PLAYER'S ROLL...	ROLL NAME	PAYOUT
< Highest house roll AND > Lowest house roll	Ravenloft	2 to 1
= One house roll	Svalich	1 to 1
= Both house rolls	Vallaki	2 to 1
> Highest house roll OR < Lowest house roll	Mist	Player loses

◆ HAG'S HAGGLE ◆

A GAME OF CHANCE AGAINST THE HOUSE

Order of Play

Step One. If this is the first game or any new players have joined the game, the dealer will state their code of conduct for the table.

Step Two. The dealer calls which gembones will be rolled in the game. Unlike most games, the gembones used may change each game, at the dealer's discretion.

- ◆ At any point during a game, the dealer may ask a player if they wish to make a side wager on the result of a single roll. This is known as 'Striking a Bargain' and is commonly offered to players after a few consecutive unlucky rolls.

Step Three. Players place wager dice in the tray.

Step Four. The house rolls. The game begins.

Step Five. The players roll their wager dice in the tray.

- ◆ Any gembones rolled outside of the tray are lost, but the dealer may ask the player if they want to 'strike a bargain' to redeem it.

Step Six. The house inspects all rolls.

- ◆ The dealer pays close attention for any players breaking their code of conduct.
- ◆ The dealer may offer to strike a bargain:
 - Players that lost may be offered a second chance.
 - Players that won may be offered a chance at even greater odds.

Step Seven. Payouts are resolved:

- ◆ If a player rolled the same number as the total house rolls, the player wins 3 to 1, 6 to 1, or 9 to 1 depending on the game's gembone.
- ◆ If a player rolled higher than the total house rolls, the player wins 1 to 2.
- ◆ If a player rolled lower than the total house rolls, the player loses.

Final Step. The game ends and a new game begins.

WINNING
COMBINATIONS

House ROLL	PLAYER ROLL	PAYOUT ON MATCH	EXCEED PAYOUT 1 TO 2
2g4	1g8	3 to 1 (3g8)	1g4 (lose 1g8)
2g6	1g12	6 to 1 (6g12)	1g6 (lose 1g12)
2g10	1g20	9 to 1 (9g20)	1g10 (lose 1g20)

◆ I CAST 'FIREBALL' ◆

A FAST-PACED GAME OF SKILL PITTING ALL PLAYERS AGAINST EACH OTHER IN A RACE

Order of Play

Step One. All players hold 8g6 in their hands and begin shaking until a dealer or designated spectator calls 'cast'! The game begins.

- ◆ Whomever called cast is also expected to watch intently to see which player wins first.

Step Two. All players roll 8g6 and examine the results, looking for which number appears the most often. This is known as the player's 'target'.

- ◆ Once a target is selected, all gembones with that result are placed to the side. Those gembones are considered 'locked' and cannot be lost this game.

Step Three. Players reroll all remaining gembones. Gembones that rolled the target are placed aside with the others.

- ◆ Players may choose to change their target mid-game.

Step Four. Play continues until one player has rolled all their gembones to a single number. As soon as that happens, that player yells 'FIREBALL'! The game ends. All other players stop rolling.

Final Step. All players take any gembones that were not yet locked and give them to the winner. A new game begins.

- ◆ In the event of a tie, the other players decide who was the winner.
- ◆ If they cannot agree on a winner, whomever called cast decides which player was the winner.

◆ TIAMAT ◆

A GAME OF SKILL AND CHANCE PLAYED WITH UP TO FIVE PLAYERS USING A SPECIAL DECK OF PLAYING CARDS

Order of Play

Step One. Two to five players each place 1g100 on the playing area visible to all players. All players roll 1g100. The player with the highest roll becomes the 'dealer', responsible for shuffling and passing out cards in the first game.

- ◆ All players place their 1g100 with the highest value '00' facing up.
- ◆ Each player begins the game with 10 total points, or 'life'. The 1g100 is rotated at the end of each hand to reflect the player's new total life. This is known as a 'life counter'.

Step Two. The dealer shuffles the deck and deals a card face down to every player, starting with the player sitting to the dealer's left and continuing clockwise until all players have 5 cards. The remaining deck is placed aside for now.

Step Three. The game begins. Each player picks up their cards, or 'hand' and tries to make a winning combination. (See Winning Combinations).

Step Four. Players may choose up to 4 cards to discard and replace with new cards. Discarded cards are placed face down in front of the player until all players that wish to discard have done so.

Step Five. The dealer deals each player their new cards face down, dealt in the same order as the initial deal. Discarded cards are placed in a pile face down, and are not used again until the next hand.

Step Six. Players reveal their hand and announce their highest winning combination.

Step Seven. The player or players with the highest winning combination reduce life, or 'damage' all other players by the damage value of their hand.

- ◆ All players reduce the amount of damage they take by the damage value of their own Hand. This is known as 'blocking.'
- ◆ All remaining unblocked damage is reduced from the player's life.
 - If two or more players are tied with the same highest winning combination, any player that has a second winning combination can use it to damage the other tied players that do not have a second winning combination.

Step Eight. Players rotate their life counters to reflect the damage taken in this hand.

- ◆ When a player is reduced to 0 life, they lose the game. Their g100 is placed in a secure place on the table visible to all players, or the 'hoard'.

Step Nine. The Hand is over, and a new hand begins. The player to the dealer's left becomes the new dealer.

Final Step. Play continues until only one player has life remaining. That player is the winner of the game, and wins the hoard. The game is over.

- ◆ Players that were eliminated or new players may not wager another 1g100 to join, or 'buy in', to a game in progress.

WINNING COMBINATIONS

HAND BEST RESULT	HAND NAME	HAND DAMAGE VALUE
1 card of each color	Tiamat (best hand)	5 Damage to ALL players (can't be blocked)
5 cards of one color	Ancient Dragon	5 Damage
4 cards of one color	Adult Dragon	4 Damage
3 cards of one color	Young Dragon	3 Damage
2 cards of one color	Dragon Wyrmling	2 Damage
1 card of one color	Dragon Egg (not used in scoring, but it is cute)	0 Damage