

INIQUITY'S FAVOR

HIDDEN WITHIN THE CITY BENEATH A SMALL TAVERN lies a famous and infamous den of ill-repute. Finding the entrance is the 'easy part.' Surviving with their wits, lives and gold could be the toughest challenge would be heroes could face.

GETTING IN

The entrance to Iniquity's Favor is guarded by enchantment and a looming behemoth of a door guard.

The entire establishment is under a permanent [Anti-Magic Field](#) enchantment.

- All magic abilities and items are rendered null while within the establishment and within the surrounding 50 foot.

THE GUARD



He might not speak much or be overly intelligent but he knows how to play the game. Think buffed up [Minotaur](#) complete with a great club.

He will allow regular to enter without charging them a fee. He will charge the party 5-20gp / person depending on how he's feeling.(5d4)

- If the party argues, the price will double.
- If they continue to argue, more bouncers will appear along with a 'manager' (int:16) and the party will be asked to leave unless they can persuade the group to let them in.

INSIDE THE DEN

INFORMATION ABOUNDS - FOR A PRICE

Not all gambling in the Favor happens on the gaming tables. Information and assistance can be found in various corners for the right price. The price could be gold, services, or an exchange of information.

- Ill-advised travellers might divulge their activities and adventures which could have dire consequences later.



THE GAMES

Spread throughout the establishment are various tables with games of chance, skill or both. The different tables have different prices to play and vary in what players can and cannot get away with. Set off to the side, where it is clear of foot traffic, is an area for games of skill.

THE PORTAL

Savvy players will realize this is a pocket dimension and there are people here from various cities across the realm, notably: Gauntlgrim, Waterdeep, Neverwinter, Balder's Gate, etc.

It is technically possible to bribe (pay a fee) to leave through a different exit. There is a cost because portal entrances have to be shifted to do it (think modified plane shift spell). The cost is up to you, but 40-50gp per party member seems fair (150gp minimum)

GAMES OF SKILL

The house makes no money but instead typically engages in side betting on it's regulars and providing drinks to the winners which are quite intoxicating.

HANDICAPPING SKILL GAMES

NPCs and players can and should consider "point shaving" or "handicapping." As an example, a spellcaster (Str 10) could be given a handicap against a barbarian (STR: 18) of +4. The barbarian still has advantage due to proficiency with the hammer, but the spellcaster now has "a chance."

The bet is typically a heads up competition, but multiple competitors have been known to bet against each other.

DEAD EYE

Think of DeadEye as a modified form of darts.

RULES

Play consist of four rounds. The players throw a house-supplied dagger (they are dull so no one gets any ideas.)

- Each contestant throws their dagger at the scoreboard keeping track of their total.
- Any score to hit (DEX + proficiencies (if any)- WITHOUT magical enhancements) Scores greater than 30 are rounded down to 30 (as that is considered a bullseye)
- Highest score after four rounds wins.

LOGSPLITTING

It is a throwback to old foresting outpost competitions. This is a "strong man's "game.

RULES

Play consist of four rounds. The players throw a house supplied hammer to swing at a plate on the floor

- Each contestant swings their hammer at the plate and keeps track of how far the weighted ball moves keeping track of their total.
- Any score to hit (STR + proficiencies (if any)- WITHOUT magical enhancements)
- Scores greater than 30 are rounded down to 30 (as that is considered a max score)
- Highest score after four rounds wins.

GAMES OF CHANCE

SHOOT'S GAMBIT - DICE GAME

"Roll the dice and may Favor be with you!"

There are three tables with different prices per play: 5, 10 and 25 gp.

This dice game is deceptively simple and an easy way to lose gold in a hurry.

RULES

Players roll 2d6. If the dice add up to a 7 or 11, the player wins.

- Winning players double their money.
- Basic rules are like craps.
 - Set point.
 - Shoot and try to hit point before 11.
- Other people can bet on other points.

QUAN A DRESNAL - LIZARD RACING

Quan a Dresnal is an age-old traditional game from a distant land. Five small lizards are released in a small maze-like track that rests upon the table. The lizards themselves are in separate cages at the end of a table until released to race.

Gamblers can bet as much as they'd like on one particular lizard, with a 10 gold minimum.

RULES

Rolls 1d4 for each lizard three times, describing the stages of the race at each round of rolls. The lizard with the highest roll total wins

- Those who bet on the winning lizard double their bet as winnings.
- Second place bet gets half of their bet back.

THE TWELVE - FAVOR'S 'BLACKJACK'

Named Twelve(12) after the legend of Twelve soldiers who stood against a mob of rioters and held their own until reinforcements arrived. It might not be true, but it makes for a good story.

Gamblers can bet as much as they'd like on one each round, with a 1gp minimum.

Players play against the house. The style is identical to blackjack with rolls being made on 2d12.

RULES

- Action begins as players roll 2d12. The house rolls 1d12 visibly to all players.
- Player Actions
 - Players with less than 21 can choose to "stand" or "hit."
 - Players may 'hit' more than once as long as they are still less than 21. Once all players have completed their actions the 'house' then proceeds to do the same.
- Once Completed, The house goes and rolls their second 1d12 visibly. *Note. The house must 'hit' if their total is less than 17. They must 'stand' if their total is 17 or greater.*
- Die Counts
 - 1 counts as a 1 or 11
 - 2 through 9 count as their number
 - 10 - 12 count as 10

WINNING

- A natural 21 is an automatic winner.
 - If house and player tie, it is a push and the player is refunded their money.
 - A player who beats the house number, but is still under 21 wins 1 to 1.
 - A natural 21 (21 on just two die) pays 2 to 1 and wins automatically.
 - A player with a total less than the house, or greater than 21 loses - even if the house 'busts.'
- All players who have not 'busted' win 2 to 1 if the house 'busts.'

GAMES OF CHANCE AND SKILL

QAI'S FORTUNE - CARD GAME

Each table has 5 seats plus the dealer. The 5 players play against each other with the house shuffling the cards dealing the cards to the players discretely. There are four tables with different ante prices per play.

The ante prices are 5gp and 10gp

Note: Betting amounts are not capped on two of the tables "no-limit." The others are capped each round of betting at the amount of the ante.

RULES

Each card player rolls 1d8, keeping the die hidden. Each player has the chance to raise the bet, call the bet (meet it), or fold. It continues when all bets are equal.

Each remaining player rolls a 1d6, keeping it secret as well. A chance to raise, call, or fold. The third round is a roll of a 1d4, keeping it a secret. a final change to raise, call, or fold.

- This makes the maximum total: 18.
- Winner takes 90% of the pot (the other 10% goes to the house). Ties split the 90%.

Note: Sleight of Hand can give a reroll; Deception can force a fold.

DRAGON'S HOARD

A dice game involving risk and reward. Players bet on the outcome of a series of dice rolls. The more risky the bet, the higher the potential payout.

RULES AND PLAY

- All players choose what to bet and on what outcome:
- Betting Options:
 - High/Low: Bet on whether the total will be above or below a certain number(11)
 - Payout is 1:1
 - Even/Odd: Bet on whether the total will be even or odd.
 - Payout is 1:1
 - Specific Number: Bet on the exact total of the dice.
 - Payout is more complicated:
 - 2 & 20: 1:100
 - 3 & 19: 1:50
 - 4 & 18: 1:25
 - 5 & 17: 1:12.5
 - 6 & 16: 1:8.33
 - 7 & 15: 1:6.25
 - 8 & 14: 1:5
 - 9 & 13: 1:4
 - 10 & 12: 1:2.5
- Dealer rolls 2d10 publically

VARIANT OF TEXAS HOLDEM

Uses 2d12 per player to get their hole cards. standardaizd game of poker but with no suits. (can only use 5 "cards")

The 2d12 Rolls

- * Rolls of 2 - 12: number value
- * Roll of 1 : Ace

There is no jack queen king, per se. 11 and 12 could be considered the Jack and queen- but there is no reason to make this over complicated.

Hands by Rank

- High Card
 - Pair
 - Two Pair
 - Three of a kind (Trips)
 - Straight (5 cards)
 - Full House (trips plus pair)
 - Four of a Kind
 - High Straight (8,9,10,11,12)
 - Five of a kind