

THE BLACKY HOLES

A DICE GAME FOR TAVERNS

BY IRVING GALVEZ

An anonymous sailor

“I was a sailor working on The Seagull merchant ship. We were on a trip from the City of Minrothad to Specularum when the ship was attacked by the infamous Captain Deadeard (Describe at Twin Rock Souls). Deadeard left the only survivors at a small boat in the middle of our journey to Specularum. After 2 days of rowing a strange ship, with 3 big horns in the front of it, rescue us. This ship had a few men and a lot of black lizard men as a crew. They gave us food and a place to rest.”

“At night I went to the deck and saw some black lizard men playing a dice game. Asking a human that was playing, he told me that the game invented by the black lizardmen of a place called Kingdom of Thephra. As he mentions that name some lizard men look at him in anger. He told me he could not tell more about that Kingdom. He told me the game was named the Blacky Holes because the dices were white with black dots on them. And was a common game played at tavern in that place. I had 10 gps on my only possessions left and I started playing. After an hour I had won 35 gps.”

Mechanic

This is a simple game. You just need to roll the dice and you need a maximum of 6d6 side dice. Each player must pay 5 gp for each dice he is going to use, minimum is paying 2 dice (10gp). When you determine how many dices each player is going to throw the game starts. The pot is considering all the money that was paid for the dices.

- 1.- Pay for dices
- 2.- Roll the dice.
- 3.- Search for dice that have the same number, or if there are none choose the high number and set those aside.
- 4.- The highest number or set of the same number wins.

Example

First guy rolls 2 dice (10 gp) and there are not the same number. He just sets apart the high number 5.

Second guy rolls 3 dices (15gp) and get a double 1. He set those apart.

Third guy throws 5 dices (25 gp) and gets 3 dice with number 4 and set them apart.

Forth guy rolls 4 dice (20 gp) and gets 3 dice with number 5 and set them apart.

Fifth guy rolls 3 dice (15gp) and just get a high dice of 4 and set it apart.

Total pot 85 gp.

The fifth guy loose against the first guy. The first guy loose against the second guy that got a double 1. The second guy loose against the third guy that roll a triple 4. But the forth guy wins the third guy because he got a triple 5. So, The forth guy win pot.

NOTE: Kingdom of Thephra coming soon....