

# DROWNED CROSSROADS: LIAR'S DICE RULES

The rules of Liar's Dice are simple, and Lyla is content to explain them to the characters if they're unfamiliar. The players in this game are Vander, Lyla, and the characters.

- Each player has a set of five 6-sided dice, and each round they roll them in secret and look at their own dice (rolling in cups is recommended).
- 1s are considered wild and can be used as any number. For instance, a player with two 4s and two 1s would actually have four 4s.
- The first player (starting with Vander in round one) makes a bid on how many dice of a certain face were rolled by all players in total. For example, Vander starts by safely bidding "two 2s".
- After each bid, the next player to the left can challenge the bid, and all players reveal their dice. If the challenged player overbid, they lose a die for the rest of the game. For example, if there was only a single 2 showing between all players (unlikely, but possible), Vander would permanently lose a die in all future rounds. If the challenged player did not overbid (if there were two or more 2s for example), the challenging player permanently loses a die for the rest of the game instead. Once the challenge is resolved, players reroll their dice, and the player who lost a die makes the first bid in the new round.
- If the next player to the left doesn't wish to challenge, they must raise either the number of dice ("three 2s"), the face ("two 3s"), or both ("four 4s"). There is no limit to how high either number can be raised in the next bid, other than the natural cap of 6 for the face portion of the bid.
- This process of bidding and challenging continues around clockwise with play always passing to the next player on the left.
- When a player loses all five of their dice, they are eliminated from the game.
- The winner of the game is the last person with any dice remaining.

You will know both Vander and Lyla's dice. That's okay—they know how to communicate under the table to gain an advantage.

## SPECIAL RULES

Characters with certain skill proficiencies can manipulate the game to their advantage, letting the characters be better gamblers than their players. Show the players the following rules.

If you have proficiency in the listed skill or tool, you can use that special trait on your turn. You can use any combination of these traits up to a total of three times during the game:

**HARD READ (INSIGHT).** Before you bid or challenge, one opponent of your choice must reveal their dice to you, and only you.

**DEFT HANDS (SLEIGHT OF HAND).** Before you bid or challenge, you can change one of your dice to any number.

**SLY REVEAL (STEALTH).** Before you bid or challenge, show your dice to one opponent. They can choose to show you theirs.

**POKER FACE (DECEPTION).** When an opponent challenges a bid you made this turn, you can succeed on a Charisma (Deception) check against DC 15 or the other player's Wisdom score, whichever is higher, to make them balk and withdraw their challenge.



**DARING DICER (GAMING SET: Dice).** Immediately after rolling your dice, you may change any number of your dice to the face of your choice.

**FATED LUCK (ANY).** Before you bid or challenge, you can reroll all of your remaining dice.

### VARIANT: QUICK LIAR'S DICE

If you'd prefer an alternative to playing a game of Liar's Dice within your game session, you can leave the game to ability checks using tools.

Using the guidance in the Gaming Set tool, you can call for DC 20 Wisdom checks using proficiency with Dice to determine the winner of the game. Any gambler who fails to meet or exceed 20 loses, and if multiple gamblers succeed on the check, the gambler with the highest total wins.

To add a bit more nuance, you can allow Charisma (Deception) checks using the Dice instead, with Advantage if the player has proficiency with both Dice and the Deception skill.



## FOOL'S DAY: FESTIVAL GAMES

### APIARY AIM

A festival worker dressed like a beekeeper in a wicker mask stands next to half a dozen dart boards in cabinets. The stall is painted green, and colorful ribbons adorn its sides. The stall worker waves you over to play. A sign says three darts for a copper piece, but before you can pay, the worker holds out three darts to you.

This is a game of accuracy operated by a **Reveler of Song (Drone)** ☹️. Characters playing this game throw three Darts at a target, earning more points based on how high their ranged attack roll against it is, consulting the table below.

After the third Dart toss, they receive a ticket for every five points they earned, with a minimum of one ticket.

Should the hive reveler be killed, no one seems to notice the fighting or pay any attention to the “snoring” reveler on the ground, and a new reveler shows up to take their place running the game.

Attack Roll	Result
14 and lower	Miss (0 points)
15 to 19	Outer Ring (3 points)
20 to 24	Inner Ring (5 points)
25 and higher	Bullseye (10 points)

### BELL AND BALL

A festival worker wearing a suit decorated with dozens of tiny bells jingles around a circular table that is, itself, covered in large bells.

This is a game of memory operated by a **Reveler of Song (Bell)** ☹️. Anyone playing this game must keep track of which ball is under which bell as the festival worker begins sliding it alongside other bells, attempting to confuse the characters. Those playing who succeed on a DC 15 Wisdom (Insight or Perception) check keep track of the ball and win two tickets!

### RIDDLES AND RHYMES

A horse and rider stand before prop bookshelves and books, addressing the audience before him, expecting an answer. A book is propped on the horse, which has blinders on, and the rider is dressed as a knight. When the rider catches your eye, he beckons you over, inviting you to participate.

This is a game of cleverness operated by a **Reveler of Stories (Hero)** ☹️. Characters must bet one ticket, after which they are asked a riddle by the operator. If they answer the riddle correctly, they win three tickets. The players can answer the riddle if they puzzle it out, or the character can figure out the solution with a successful DC 15 Intelligence (History) check. Failing to answer the riddle correctly loses them their bet.

Characters can request a harder riddle if they bet two tickets. The DC rises to 18, and answering it awards seven tickets.

#### ASKING THE RIGHT QUESTIONS

As an alternative to two set DCs for riddles, you could also prepare your own set of riddles and assign both ability check DCs and ticket rewards for each one.

## Riddles

DC	Riddle	Answer
15	I wear a cap to keep me dry. When eaten, I'm a real fun guy! What am I?	Mushroom
15	I have an ear, yet I cannot hear. I stalk for days, so beware my maze. What am I?	Corn
15	I run hot and I run cold. I'm bright when new, and I'm dark when old. What am I?	Blood
18	I cube and mince when I'm with a friend. When I'm alone, I meet my end. What am I?	Die / Dice
18	I wear a hood but have no head. Through bovine eyes, a glare is shed. What am I?	Lantern
18	I sag with sadness, I beam with glee. I let them choose who they want to be. What am I?	Mask

## RHYTHM HERO

The reveler running this game appears as a spindly, upright bird, reminiscent of a stork, wearing a set of traveler's clothes and a large drum around its neck. On the counters in front of it are drums and drumsticks matching its own, and to each festivalgoer, it drums a small sequence, waiting for them to play it back.

This game is one of musical ability and skill operated by a **Reveler of Song** (Drum) 🎵. Participants must repeat a musical pattern back to the operator. Characters participating must succeed on a DC 15 Charisma (Performance) check or a DC 15 Charisma check using a Musical Instrument to repeat a pattern successfully.

Those who succeed on three checks before failing three win five tickets.

## STRONGARM

This game setup is simple. Across from the table sits a reveler in a large, horned bear costume, adorned with macabre offerings. He sits, elbow on the table, ready to begin arm wrestling with any challengers.

This is a simple game of strength operated by a **Reveler of Stories** (Great Beast) 🐾. Characters who participate in this game must succeed on a DC 20 Strength (Athletics) check to win an arm-wrestling contest against the operator and earn one ticket.

For those looking for a greater challenge, the bear reveler offers a wrestling match. Characters who accept make a DC 25 Strength (Athletics) check. On a success, they win the match and earn ten tickets.

## WRETCHED DRINK

A prop dollhouse standing on carved chicken legs is perched on a table. From its door it produces cup after cup of dour and unpleasant looking drinks, whose consumers make sounds of revile, regret, and disgust.

This is a vile game of fortitude operated by a **Reveler of Stories** (Witch) 🧛. Anyone who participates in this game is given a mysterious drink to consume, designed to taste horrible. Upon drinking it, they must succeed on a DC 12 Constitution saving throw in order not to cough, utter disgust, or otherwise exclaim its unpleasantness; characters who succeed are awarded two tickets. If a saving throw exceeds the DC by 5 or more, they remain utterly stone faced despite the awful taste and are awarded three tickets instead.

Anyone who consumes three or more drinks has the Poisoned condition for one hour.

## PUPPET THEATER

This stall is a tall and slim box, decorated in all kinds of fantastical paintings and cloth. From below a large opening and in front of a colorful backdrop, half a dozen hands rise, covered in varying puppetry.

As you watch, it's clear that you are the heroes of this story. One by one, puppets dressed to look like you butcher puppets representing the Fallen, and huge spurts of red ribbons fly everywhere.

This gaudy puppet theater is operated by a **Herald of Fools** 🎭. Anyone who sits to watch one of the puppet shows sees that it is portraying the defeat of one of the Fallen at the hands of the characters. Though exaggerated, the details are curiously specific, as if whoever staged the play had been there watching.

The macabre puppet master encourages audience participation in exchange for a reward! Roll on the "Fates of the Fallen" table below to determine which show is performed. Characters can choose to participate in the puppet show from the audience, making the associated ability check. This check is DC 20, but it can be lowered to DC 15 if the characters share something personal as defined in the table. On a success, the character wins three tickets.

### *Fates of the Fallen*

Id6	Fallen	Skill	Participation
1	Harvest Terror	Arcana	Share a secret
2	Crimson Abbot	Religion	Share a guilt
3	Grinning Sinner	Deception	Share a desire
4	Weeping Widow	Insight	Share a sad memory
5	Beast of Blight	Nature	Share a favorite animal
6	Chained Reaper	History	Share a ghost story