



# TAVERN GAMES

A HOMEBREW SUPPLEMENT FOR  
USE WITH THE WITCHER TRPG

ELSEWHERE  
& BEYOND



# TAVERN GAMES

Everybody needs a little diversion from time to time, and hitting the local tavern need not always end in a quick round of ale and an early night. The following chapter provides simple and efficient rules for classic games that players and GM's of the Witcher TRPG can pick up and enjoy; all without any prior knowledge or practice necessary.

## ARM WRESTLING

PLAYERS: 2

Engaging in a contest of *Physique*, participants must roll two consecutive successes in a row to defeat their opponent. With the first success, a participant begins to overpower their opponent and the second success assures their victory! Each round both participants expend 5 stamina, a participant also wins if their opponent drops to an amount of stamina equal to or below their wound threshold.

## DICE POKER

REQUIRES: POKER BOARD & TWO SETS OF DICE

PLAYERS: 2

In Dice Poker both participants roll five six-sided dice and try to achieve the best possible score. Both participants receive one chance to re-roll all, some or none of their dice as they see fit. After this, the scores are declared and a winner named.

DICE HAND	RESULTS (BEST TO WORST)
FIVE-OF-A-KIND	Five dice showing the same value.
FOUR-OF-A-KIND	Four dice showing the same value.
FULL HOUSE	A pair and a three.
SIX-HIGH STRAIGHT	Dice showing 2, 3, 4, 5 and 6.
FIVE-HIGH STRAIGHT	Dice showing 1, 2, 3, 4 and 5.
THREE-OF-A-KIND	Three dice showing the same value.
TWO PAIRS	Dice showing two matched pairs of values.
ONE PAIR	Dice showing a single matched pair of values.

## BRAWLING

PLAYERS: 2 - 4

Brawling is considered standard non-lethal combat between two contenders. Both participants fight bare-chested and without armour. Neither knuckle or secret weapons are permitted, but all *Brawling* moves and actions are. The winner is the last one conscious.



## DRINKING CONTEST

REQUIRES: PLENTY OF STRONG MEAD OR SPIRITS

PLAYERS: MINIMUM OF 2

An ancient and honoured contest in which participants consume strong alcohol. All participants drink together and roll *Endurance* against a DC10. A participant loses by failing this check twice during the game. The first failure causes *Intoxication* and the second causes *Nausea* and subsequent loss. Draws are settled by the highest rolled result.



## DRAGON'S HOARD

**REQUIRES:** A VENOMOUS SNAKE, SMALL BASKET

**PLAYERS:** 2 - 4

This deadly game begins with a small basket in the middle of a table, in which a snake is placed. Each participant lays down 10 coins around the basket, which is then tapped to agitate the snake and removed. At the start of the round, the snake rolls an *Awareness* check with a skill base of 12. Each participant must beat this result using *Sleight of Hand*. Success grants a participant 5 of the total coins placed down. A failure requires that participant to roll *Dodge/Escape* versus a serpent bite with an attack base of 10. The game ends once all coins are taken, a participant forfeits or dies trying.

## FIVE FINGER FILLET

**REQUIRES:** A SMALL BLADE

**PLAYERS:** 1 + BETTING AUDIENCE

By rolling *Small Blades* against a DC12, the participant attempts to stab at the spaces between their outstretched fingers in a show of skills with a knife or dagger. To establish a wager, the participant rolls a *Gambling* check. This result is the maximum amount of coin somebody will bet against the participant. Increasing the speed at which the participant moves their knife or dagger increases the *Small Blades* DC by +3. Doing so increases the wager limit again by half.

## GWENT

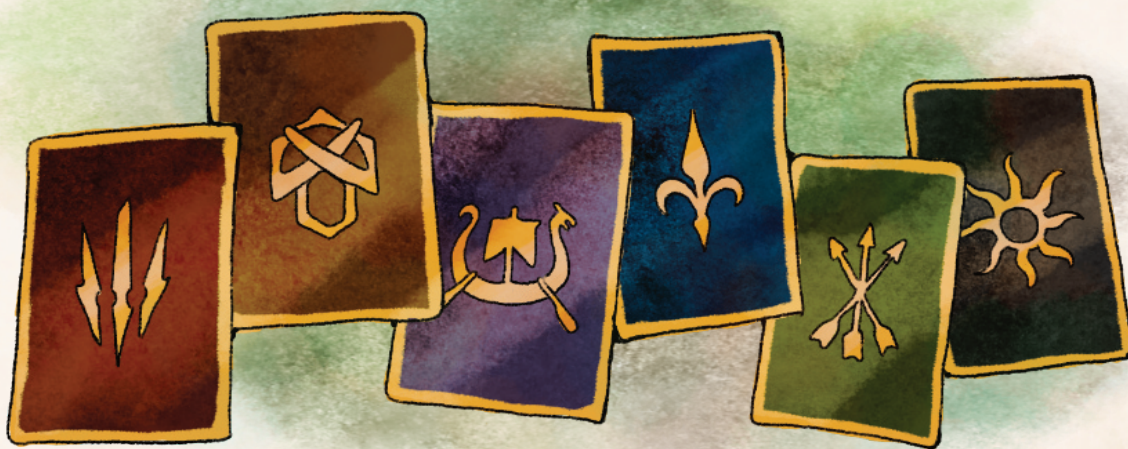
**REQUIRES:** GWENT DECK (X2)

**PLAYERS:** 2

To play this version of Gwent, both participants roll a d10 on the Gwent table before adding this result to either a *Gambling*

or *Tactics* skill check of their choice. Each game of Gwent lasts up to three rounds and the winner is the first to win two rounds. Ties are possible and the GM may decide that some Gwent decks purchased or discovered come with a +1, +2 or +3 bonus, depending on the rarity of the cards found within.

CARD	EFFECT	ROLL
A HERO CARD	You drew a powerful hero from your deck! Gain +3 to your roll.	1
NOTHING BUT PFI	A bad hand may lose you this round, your cards are against you! Suffer -3 to your roll.	2
LEADER'S LUCK	You fire off your leader card, empowering your rows! Gain +2 to your roll.	3
BAD SHUFFLE	You got the bad luck of the draw! Suffer -2 to your roll.	4
WISE WEATHER	You gained a careful advantage through good weather cards! Gain +1 to your roll.	5-6
A SPY CARD	An enemy spy slips into one of your rows. Suffer -1 to your roll.	7-8
BURN THE ROUND	The round is surely lost, but you can salvage this! Suffer -2 to your roll this round, but add +3 to the next. If this is your last round, this does nothing.	9
STUBBORN STREAK	You are playing by your best strategy, but is it right? Re-use the last result scored from this table. If this is your first round, this does nothing.	10





# CHEATS & SCOUNDRELS

You don't have to be criminal to know your way around a pair of loaded dice, how to cheese a fight or cheat your way through Gwent. We gave you the games to play in any tavern setting, and now we present the **Drugs**, **Techniques** and **Tools** you'll need to swindle an easy victory!

## ARM WRESTLING

### DRUGS

A single dose of *Anabolic Steroids*, or the infamous *Fiend Musk*, can be used to increase a participant's *Physique* roll. However, the participant must resolve their game before they suffer noticeable side effects, especially in sight of discerning eyes.

### TECHNIQUES

By stealthily gripping another surface, a participant may cheat their way through an arm wrestling match by gaining leverage with their free hand. This requires a *Sleight of Hand* check against the *Awareness* all spectators at the match, and grants a +5 bonus to the participant's next *Physique* check.

## BRAWLING

### TOOLS

A participant can cheat at brawling by doping themselves or using a similar concoction. Alternatively, a participant may wield a *Concealed Grip* on the inside of their palm, adding weight and support behind the knuckles. A DC18 *Awareness* check is required to notice a *Concealed Grip*.

## DRINKING CONTEST

### TECHNIQUES

By drinking a single unit of *Consumable Oil*, a participant may line the inside of their stomach. This delays, but does not stop, the *Intoxication* effect for 10 minutes. After this time passes, the imbibor experiences the full effects of whatever they consumed since drinking the oil.

## DICE POKER

### TOOLS

Using a pair of *Loaded Dice* allows a participant to change one of their results to a new value after seeing the total outcome of all rolled dice. *Loaded Dice* are easily recognised once held.

## DRAGON'S HOARD

### DRUGS

Participants under the effects of *Succubus' Breath* are less of a target to the snake, gaining a +5 bonus to their *Sleight of Hand* checks made when playing this game. One should be careful to avoid the unwanted attention of the other participants.

## GWENT

### TOOLS

A fake Gwent card can be crafted for your deck, using a writing kit and 3 hours of labour. Each card grants a +1 bonus to your *Gambling* or *Tactics* rolls (to a maximum bonus of +3). The DC to notice a fake card equals the *Forgery* result used to create it.

## EQUIPMENT

NAME	EFFECT	WT.
FIEND MUSK	Increases <i>Physique</i> by +3 for 5 minutes, but nauseates the user after its duration.	.3

NAME	DMG + TYPE	REL.	HANDS	EFFECT	CON.	WT.
CONCEALED GRIP	1d6 B	5	1	Concealed (Awareness DC18) Brawling	T	.5

NAME	DC	TIME	COMPONENTS
FIEND MUSK	15	1 Hour	

NAME	DC	TIME	COMPONENTS	INVESTMENT	COST
CONCEALED GRIP	13	45 Mins.	Steel (x1), Linen (x1), Thread (x1)	60	120



# CREDITS

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