September Exclusive Content

Game Time!

Encounters Level: NA

Encounter Type: Social

Encounter Overview: The party enters a tavern and has the opportunity to participate in a few games to have some fun.

Encounters Location: Any tavern.

Background

The "Mama Bear" tavern is a small but cozy place where people often gather to listen to good music and have good times. The party enters the tavern during the best part of the night, when Mama Bear, the tavern-keeper is playing the piano or harp (depending on the map you'll use), and some patrons are having some friendly competition.

The Encounter

When the party enters the tavern, read the following text aloud:

> As you climb the steps towards the tavern entrance, you listen soft music coming from inside and the sound of many voices as well. Upon entering, you are faced with a small but full tavern, filled with people having good times. At the stage is a female orc playing at [piano/harp].

Mama Bear (NG female **orc**) is the sympathetic tavern-keeper, and she's very dear to the patrons. Every night, she takes a few moments off from serving customers to play the piano or harp, while she leaves her daughter, Grakka (NG female orc **commoner**) at the counter.

Some patrons are having fun playing some games during Mama Bear's presentation. The rules for both games are described below.

Arm Wrestling

A small group of people are gathered around one of the tables where a small competition of arm wrestling is taking place. If the party gets close, the current winner, a dwarf named Dak Ilnor (he/him, CG male dwarf **veteran**) will challenge the character who looks the strongest. There is a small pile of coins on the table with a total of 12 gp so far. To participate, the character needs to bet up to 12 gp and Dark will meet that amount, betting on himself. The winner takes it all.

Characters competing with any NPC needs to take part in a series contested Strength check:

- The participant who wins manages to budge the adversary's arm a little bit;
- A participant needs 3 consecutive wins to defeat the adversary;
- If a participant exceeds the contested check by 5, it counts as 2 wins;
- If a participant exceeds the contested check by 10, it counts as 3 wins.

Harp

Piano

Dagger Throwing

Three patrons (races and gender to your choosing) are throwing daggers at a target. They don't invite the characters to participate but will allow them if the party asks to play with them. The target is round and divided by colors. Each color has a different Armor Class to hit and provides a different amount of points:

- **White**: AC 12 - 1 point;
- **Black**: AC 14 - 2 points;
- **Blue**: AC 15 - 3 points;
- **Red**: AC 16 - 4 points;
- **Yellow**: AC 18 - 5 points;
- **Green**: AC 20 - 10 points;

Each participant can throw five daggers. The one with the most point wins. In this case, the NPC facing the character bets free booze (of the participant's choices) for the whole night.

Cheaters!

If you want to spice things up, in case a character hits the green area at least twice, they're accused of cheating. You could allow the party to diffuse the situation with a successful DC 15 Charisma (Deception, Intimidation, or Persuasion) check. On a failure, fight issues. The opponent who accused the character of cheating uses the stat block of a **bandit captain**, fighting with their bare fists, replacing all their weapon attacks by a fist attack, which has a +5 to hit and deals 1d4 + 2 bludgeoning damage. If the rest of the party helps the character, Mama Bear intervenes, saying to leave them to solve their issue themselves. If they insist, she helps the NPC in the fight, using her fists for +5 to hit, dealing 1d4 + 3 bludgeoning damage on a hit.

Outcomes

Some of the possible outcomes are listed below:

- The party doesn't take part in any game.
- Some of the characters compete in one of the games, and win.
- Some of the characters compete in one of the games, and lose.
- A character is accused of cheating and a fight happens.

Rewards

If any character takes part in a game, award the party XP equal to a medium encounter if they lose, or equal to a hard encounter if they win.