

Short

Total = 4-10
1 to 1

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1:1 Once 2:1 Twice
3:1 Thrice

11 to 1

Any Double
5 to 1

11 to 1

Tall

Total = 11-17
1 to 1

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1:1 Once 2:1 Twice
3:1 Thrice

3 dice totals

4 60 to 1	5 20 to 1	6 18 to 1
7 12 to 1		
8 8 to 1		
9 6 to 1		
10 6 to 1		

Hornbook's

180 to 1

180 to 1

180 to 1

Any Triple
30 to 1

180 to 1

180 to 1

180 to 1

3 dice totals

17 60 to 1	16 20 to 1	15 18 to 1
14 12 to 1		
13 8 to 1		
12 6 to 1		
11 6 to 1		

Hammers

Rules for Hornbook's Hammers

History

The game of chance currently known as Hornbook's Hammers was first brought to the Sword Coast by the Halfling Bard, Horatio Hornbook. Allegedly, the game is based on a simpler one Hornbook learned while incarcerated in the Dwarven prisons of Citadel Adbar. Upon his release and subsequent retirement, Horatio took up the position as barkeep at a tavern called The Dick and Pickle. There he ran the game for locals and travelers whose pockets were too heavy with gold. The game has since spread to all parts of the land, much to the annoyance of Dwarves who originally played it with Dethek runes on the dice and viewed certain bets as offerings to Abbathor.

The Table

Hornbook's Hammers is a table game found throughout the land usually played on a painted hardwood table. In higher class establishments, the Hammers tables are sometimes carved into stone and inlaid with precious metals.

Three hammers are represented on the table. Each hammer is divided into numerous betting areas where players place down individual bets.

Play

After players have placed their bets, the dealer will roll three dice, each with six sides. This is usually accomplished by dropping the dice into an empty tankard, shaking it up, and slamming it upside-down on the table for all to see. Other customs use a small, handheld chest, to shake and present the dice.

Bets are settled three ways:

1. If the roll is NOT a triple, it is added up and the total compared to bets in the *three dice totals* and the *short* and *tall* bets. Payouts are as stated on the table.
2. If the roll is a triple, bets are paid on the corresponding triple spaces.
3. Finally, doubles and individual numbers are paid according to odd listed.

The Once, Twice, and Thrice bets are the number of times an individual number appears in the roll. Players bet a number and the payout is based on the number of dice showing with that number. This gives the player three chances to win at three different odds, all for the same single bet.

All bets are paid and losing bets are then cleared. There are no holdover bets that carry from roll to roll, but some establishments may have their own house rules.