



DRINKING MINIGAMES: DWARVEN MUG TOSS

(but you need to
drink it first!)



DWARVEN MUG TOSS

An Optional Mini-Game for D&D 5e

Deep inside a stone-carved tavern stands a round wooden target used only for one competition.

Dwarves drink, laugh, slam mugs into the table and challenge anyone brave enough to join.

Everyone here knows the rule:

“You drink first... then you throw.”

DESCRIPTION

In this contest, each round the player must drink a randomly assigned beer, then throw the empty mug at the target.

The stronger the beer, the more points it grants on a hit, but the harder it becomes to throw accurately.

Each player has 3 rounds.

The goal is to score 10 points.

If the player reaches 10 or more - all beer is free.

If the player ends with less than 10 - they must pay double for each beer they drank.

Exception: “Clanmaster Reserve” costs triple if you miss with it.

RULES OF PLAY

Step 1 - Beer

Roll d8 and drink the beer shown on the Beer Table.

Apply its effect immediately.

Step 2 - (Optional) Throwing Style

The player may choose a Throwing Style to gain bonus points.

Each style makes the target harder to hit.

Step 3 - Throw the Mug

Make an improvised ranged attack vs AC 15.

If you chose a Throwing Style, increase the AC accordingly.

On a hit - you score points from your beer + any bonus points from your style.

Beer Table (d8)

Roll d8 to determine which beer you must drink this round.

d8	Beer	Price	Points on Hit	Effect After Drinking
1	"Morning Breakfast Lager"	4 cp	1 pt	+2 to this mug attack roll
2	"Day-Shift Miner's Ale"	6 cp	1 pt	advantage on this mug attack
3	"Stronghold Copper Brew"	1 sp	2 pts	+1 to this mug attack roll
4	"Northern Tar Brew"	2 sp	2 pts	-1 to this mug attack roll
5	"Blackrock Export"	3 sp	3 pts	disadvantage on this mug attack
6	"Golden Shaft Cellar Brew"	5 sp	3 pts	-2 to this mug attack roll
7	"Ember Fermentation X"	7 sp	4 pts	roll d20: 1-10 = -3 to this roll, 11-20 = +1
8	"Clanmaster Reserve"	1 gp	5 pts	advantage; if you miss, this beer costs triple

Optional Throwing Styles (declared by the player)

You may choose one Throwing Style before the attack to gain extra points, but the target becomes harder to hit.

Style	Bonus Points on Hit	AC Increase
Behind the back	+1	1 pt
Half-spin throw	+2	2 pt
Overhead throw	+3	3 pt
Ground roll	+4	4 pt
Stone-pitch throw	+5	5 pt
Dwarven 360° flip	+6	6 pt

DM'S TIP

Announce the score out loud like it's a sports event.
Don't track it quietly in your notes - call it out publicly.
"3 points for Grim!
he's at 5 total now!
only 2 rounds left!"
this does 3 things at the same time:
1. builds tension
2. everyone knows the stakes - pure tournament pressure
3. the player begins calculating risk instead of waiting for the DM

**MISSING SOME FUN
HALLOWEEN MINIGAMES?**



**SEND THIS
TO YOUR DM!**

TRICK OR... CURSE!

An Optional Mini-Game for D&D 5e

At a lonely crossroads, three masked children stand beneath flickering candles.

Their baskets overflow with brightly colored sweets, and their voices join in eerie unison:

“Trick... or curse?”

Some say they are the spirits of lost children.

RULES OF PLAY

Each adventurer must decide:

- Take a candy and risk its strange magic,
- or refuse, and suffer the Crossroads Children's Curse.

A character who takes a candy rolls 1d6 on the Sweet Effects Table.

A character who refuses rolls 1d4 on the Curses of Refusal Table.

Effects last for 1 hour unless otherwise stated.

A remove curse or lesser restoration spell ends any negative effect.



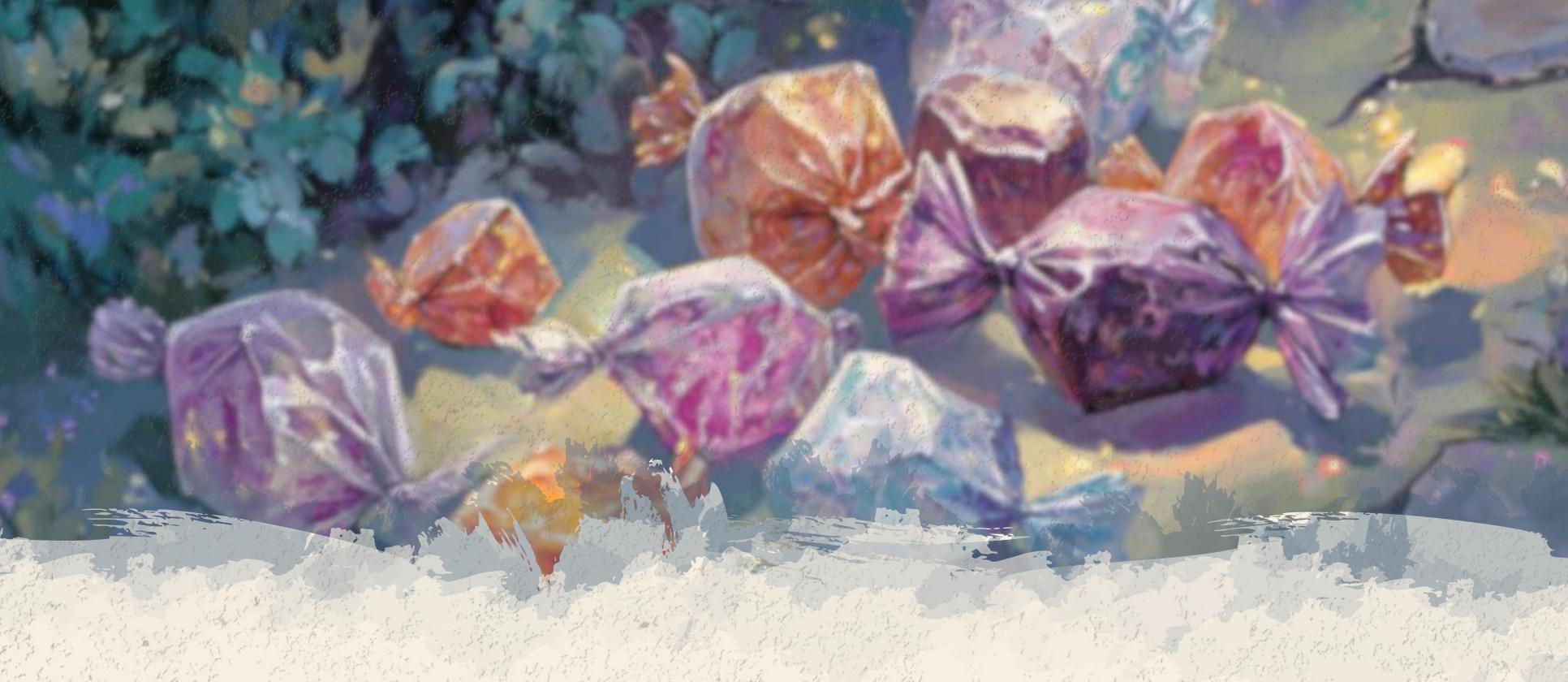


Table Sweet Effects (1d6)

d6 Effect

- 1 Green Nougat of Misfortune. Your skin turns moss-green. Nothing else seems to happen... yet every child you pass whispers your name.
- 2 Gummy Whisper. You hear a faint voice urging you toward mischief. For 10 minutes, you have disadvantage on Wisdom (Insight) checks but advantage on Sleight of Hand.
- 3 Chocolate Elixir. Your voice becomes squeaky and ridiculous. For 1 hour, you have disadvantage on Intimidation checks but advantage on Performance.
- 4 Caramel of Vigor. Sugary warmth fills your body. You gain a +1 bonus to all saving throws for the next 10 minutes.
- 5 Frost Lollipop. A thin layer of frost coats your fingertips. Once within the next hour, you can cast Ray of Frost (save DC 13).
- 6 Candy of Delight. A wave of warmth spreads through you. You regain 1d4 hit points and feel blissful calm for 10 minutes.

Curses of Refusal (1d4)

d4 Effect

- 1 Extinguished Lantern. A dull haze clouds your vision. For 1 hour, you have disadvantage on Perception checks made in dim light or darkness.
- 2 Silenced Tongue. Your words are muffled by unseen power. You have disadvantage on all Charisma checks until the end of the day.
- 3 Children's Laughter. Every few minutes you hear giggling just behind you. Once within the next hour, the DM may force you to lose concentration or become frightened for 1 round.
- 4 Candy's Shadow. A piece of candy appears in your hand — you cannot drop or destroy it. If you eat it, roll on the Sweet Effects Table with disadvantage.

HALLOWEEN ROULETTE

An Optional Mini-Game for D&D 5e

Deep within the tavern stands a large, ornately carved wheel made of pumpkins, bones, and silver candles.

As someone approaches, a faint giggle echoes through the room, followed by a whisper:

“Spin... if you dare.”

DESCRIPTION

The Halloween Roulette is a mysterious magical artifact created by the witches of the Autumn Mist Valley.

Each spin draws the attention of mischievous spirits who bestow either trick or treat, blessings or curses, upon the brave soul who dares to play.

When a creature spins the wheel, roll a d10 and consult the Table of Spooky Effects.

Each effect lasts for 1 hour unless otherwise stated.

A remove curse spell ends all negative effects.

RULES OF PLAY

A creature can spin the roulette only once per day.

On Halloween night, its power grows unstable, roll two d10 and apply the worse result.

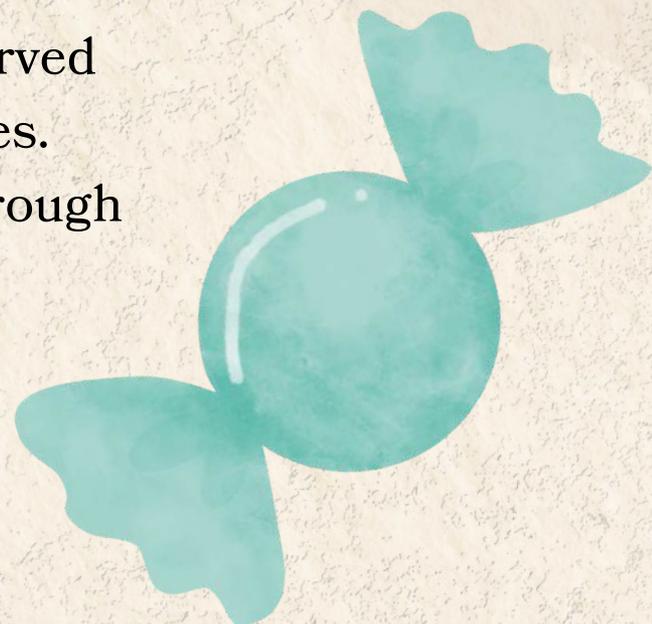


Table Spooky Effects (1d10)

d10 Effect

- 1 Pumpkin Head. Your head transforms into a glowing pumpkin. You shed bright light in a 10-foot radius and dim light for another 10 feet. You have disadvantage on Dexterity (Stealth) checks.
- 2 Balloon Voice. Your voice becomes high-pitched and squeaky like a puppet's. For 1 hour, you have disadvantage on Intimidation checks but advantage on Performance.
- 3 Witch's Hand. A faint, spectral tattoo of a witch's hand appears on your forearm. Once within the next hour, you can use it to pull a Tiny object within 5 feet toward you.
- 4 Eyes Beyond the Veil. Your eyes glow green. You gain darkvision to 60 ft., but have disadvantage on Wisdom (Perception) checks relying on sight.
- 5 Goat's Aspect. Your ears elongate and your legs bend slightly like a satyr's. Your walking speed increases by 5 feet, but you have disadvantage on Stealth checks for 10 minutes.
- 6 Rotten Luck. You smell faintly of overripe apples, but fortune favors you, you gain advantage on your next attack roll or spellcasting roll.
- 7 Bloody Smile. Your mouth stretches into an unnaturally wide grin. You have advantage on Charisma (Deception) checks but disadvantage on Charisma (Persuasion) checks.
- 8 Bat Wings. Illusory bat wings sprout from your back. They don't allow flight, but glow faintly and make you look terrifying. They last for 10 minutes.
- 9 Rotten Gift. Your hands emit green smoke. You can cast Poison Spray (save DC 13) once using this effect.
- 10 Witch's Blessing. Instead of a curse, you receive the witch's favor. You gain 1 point of Inspiration and a small bat-shaped charm.



**BUILD
A SNOWMAN**

D&D MINIGAME

for your
campaign!



THE LIVING SNOWMAN

An Optional Mini-Game for D&D 5e

In places where frost lingers year-round, snow remembers the touch of hands and the whisper of magic. Few know that a carefully shaped snowman can become more than a simple sculpture - it can awaken and serve as a magical companion. The process, however, is unpredictable.

STAGE 1: FORMING THE SNOWMAN

Each participating character makes one ability check, justified narratively by the player.

DC 13

- Athletics (STR) - packing heavy, compact snow
- Survival (WIS) - selecting proper snow and ensuring stability
- Sleight of Hand (DEX) - precise shaping and details
- Performance (CHA) - aesthetics and “personality”

For each success, the snowman gains 1 Construction Point (CP).

Failure does not interrupt the process but grants no points.

After all checks are resolved, roll 1d6 to determine the snowman’s base size:

d6	Snowman Size
1-2	Small
3-4	Medium
5-6	Large

Construction points

Construction Points represent build quality and structural stability.

- Each Construction Point grants +1 to the roll on the Magic Infusion Table in Stage 2.
- The maximum number of CP equals the number of characters participating in Stage 1.

STAGE 2: MAGIC INFUSION

The group makes one shared ability check DC 14, choosing one method:

- Arcana (INT) - ritual magic
- Nature (INT) - elemental magic
- Religion (WIS) - blessing or sacred relic

Then roll 1d8 and add +1 for each Construction Point.

Magic Infusion Table (1d8 + CP)

d6	Effect
1-3	Unstable Magic
4-5	Weak Awakening
6-7	Stable Awakening
8-9	Weak Awakening
10+	Stable Awakening

This result directly affects the Snowman Companion.

STAGE 3: AWAKENING - SNOWMAN COMPANION

The snowman animates and becomes a construct companion to the party.

Magic Infusion Effects

Unstable Magic (1-3)	The snowman suffers a minor flaw (for example, -1 AC).
Weak Awakening (4-5)	No additional effects.
Stable Awakening (6-7)	The snowman gains +1 to all saving throws.
Enhanced Awakening (8-9)	Weak Awakening
Exceptional Awakening (10+)	The snowman gains Heart of Winter - allies within 5 feet of the snowman gain +1 AC, and enemies in that area have disadvantage on the first attack they make on their turn.

SNOWMAN COMPANION

Small, Medium or Large Construct

Armor Class: 13 (natural armor)

Initiative: +0 (10)

Hit Points: 18 + 5 × the party's average level

Speed 30 ft.



STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	6 (-2)	10 (+0)	8 (-1)

Saving Throws CON+4

Damage Resistances cold

Damage Vulnerabilities fire

Condition Immunities poisoned

Senses darkvision 60 ft.

Languages understands the languages of its creators but cannot speak

Proficiency Bonus +2

Body of Snow. The snowman leaves no tracks on snow or ice.

Magical Existence. The snowman's attacks are considered magical.

Loyal Companion. The snowman follows simple commands issued by the party.

ACTIONS

Snowball. Ranged Weapon Attack: +4 to hit, range 30/60 ft., one target.
Hit: 1d6 cold damage.

Blizzard (1/Day). The snowman creates a swirling snowstorm in a 10-foot radius; enemies in the area have disadvantage on attack rolls until the end of their next turn.

