

EMERALD_VOIDS

FIVE KINGS



Add Some Tavern Fun to Your
D&D Game with "Five Kings"



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VERSION 1.0

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ABOUT THIS BOOK

In my recent 5E campaign, I wanted to give my players something easy and engaging to do during their downtime in the tavern. After a bit of searching, I came across the d8 poker dice set from Koplow Games, which turned out to be the perfect solution. With a few slight modifications, I created a simple and fun dice game called Five Kings that fits seamlessly into our fantasy world.

If you're interested in picking up the d8 poker dice set for yourself, you can find them here on [Amazon](#).

WHAT IS "FIVE KINGS?"

At its core, Five Kings is a modified version of poker using d8 dice with card symbols instead of numbers. The basic gameplay is straightforward: players roll 5d8 and try to build the best hand possible. The game is simple enough to pick up quickly but offers enough variety to keep things interesting.

PLAYING THE GAME

Before the game begins, each player must contribute an ante, the amount of which is decided by the Dungeon Master (DM). The game can accommodate any number of players, but it is best enjoyed by a group of 3 to 6 adventurers.

To determine the order of play, each player rolls a die (or another method, as agreed upon by the group). The player with the highest roll goes first, with play proceeding clockwise around the table.

Five Kings is played over a series of rounds, with each player taking a turn in which they will roll five dice and attempt to create the best possible hand. The goal is to form one of the following hands: **Straight Flush**, **Four of a Kind**, **Full House**, **Flush**, **Straight**, **Three of a Kind**, **Two Pair**, **One Pair**, or **High Card**.

PRE-ROLL BETTING

Before any dice are rolled, the active player must decide whether to **raise**, **call**, or **fold**. The player must make this decision based on the current state of the game and the pot.

Raise: Increase the current ante and continue playing.

Call: Match the current ante to stay in the game.

Fold: Forfeit the round and lose the ante.

ROLLING THE DICE

After the player has made their pre-roll decision, they roll five dice. After the first roll, they have the opportunity to keep or discard any number of dice and may choose to roll again. They may bet again before the second roll. Players then make their second roll, keeping or discarding dice as they choose. After the second roll, they may bet again before making their third and final roll.

THIRD ROLL AND FINAL HAND

After the player's third and final roll, they must accept their final hand. There are no further betting actions allowed after the third roll. The player's turn is then over, and the next player proceeds with their turn. The process then repeats on their turn.

FINAL HAND REVEAL

Once all players have completed their rolls, each player reveals their hand. (If the DM wishes, players may roll their dice in secret, showing the results only to the DM. The DM will then track each player's rolls and reveal the final hands after all players have completed their turns.)

WINNING THE ROUND

At the end of the round, the player with the best hand wins the pot. The hand rankings, from highest to lowest, are as follows:

Straight Flush – Five consecutive cards of the same suit.

Four of a Kind – Four cards of the same value.

Full House – Three cards of one value and two cards of another.

Flush – Five cards of the same suit, not in sequence.

Straight – Five consecutive cards, regardless of suit.

Three of a Kind – Three cards of the same value.

Two Pair – Two sets of pairs.

One Pair – Two cards of the same value.

High Card – If no other hand is made, the highest single card is counted.

STANDARD DICE EDITION

If you don't have a set of the poker dice, don't worry! You can still enjoy Five Kings by using five regular d8s. In this version, instead of suits, players will use ranks—the number that appears when they roll the dice.

The goal of the Standard Edition is to create the best possible hand, just as in the original version of the game.

STANDARD EDITION HAND RANKINGS

Straight Flush: Five consecutive numbers, regardless of order.

Four of a Kind: Four dice showing the same rank.

Full House: Three of a kind plus a pair.

Straight: Five consecutive numbers, not necessarily of the same rank.

Three of a Kind: Three dice showing the same rank.

Two Pair: Two separate pairs of the same rank.

One Pair: Two dice showing the same rank.

High Card: If no other hand is made, the highest die rolled wins.

SAMPLE GAME (POKER DICE)

The players are seated around a table, and the DM has set the ante for the game at 5 gold pieces. Each player starts with an equal number of gold, and they are ready to begin.

The players for this game are:

Brenna – A half-elf rogue.

Thorn – A human fighter.

Violet – A halfling wizard.

Sorin – A dragonborn cleric.

Round 1:

Step 1: Determine Who Goes First

To determine who goes first, each player rolls a d6. **Thorn** rolls a 5, **Violet** rolls a 4, **Brenna** rolls a 6, and **Sorin** rolls a 3. **Brenna** wins and goes first.

Step 2: Pre-Roll Betting

Brenna places her ante of 5 gold pieces into the pot. The rest of the players follow suit and pay the same. **Brenna** decides to raise the pot by an additional 5 gold.

Step 3: Brenna's First Roll

Brenna picks up her poker dice and rolls 5 dice. Her roll results are:

6♣, 9♦, 5♣, 7♥, A♠.

Her hand is: 6, 9, 5, 7, Ace.

It looks like she has no pairs and no straight at the moment, but she still has a few options.

Step 4: Betting After First Roll

Brenna decides to call and not raise anymore since she doesn't have a strong hand yet.

Step 5: Brenna's Second Roll

Brenna decides to keep her 9♦ and A♠ and re-roll the remaining dice.

She rolls the remaining 3 dice and gets:

6♣, 8♠, 10♥.

Her hand now is: 6♣, 6♣, 9♦, 7♥, Ace.

Brenna has a pair of 6s and two other non-sequential numbers. She doesn't have a strong hand yet, but she's still in the game.

Step 6: Betting After Second Roll

Brenna decides to check (no new bets).

Step 7: Brenna's Final Roll

Brenna's final roll is the following: J♣.

Her final hand is: 6♣, 6♣, 9♦, 7♥, J♣.

Brenna now has a **pair of 6s** as her best hand, and she is hoping it will hold up.

This continues until all players have taken their turns.

Step 8: Final Hand Reveal

Now, it's time for the final hand reveal. Each player reveals their best hand:

Brenna: A pair of 6s (6♣, 6♣, 9♦, 7♥, J♣).

Thorn: Two pairs (3♣, 3♥, 5♦, 5♠, 7♣).

Violet: Two pairs (A♠, A♠, 3♠, 3♠, 6♦).

The best hand is **Violet's** two pairs of Aces and 3s, which beats both **Brenna's** pair of 6s and **Thorn's** two pairs of 3s and 5s.