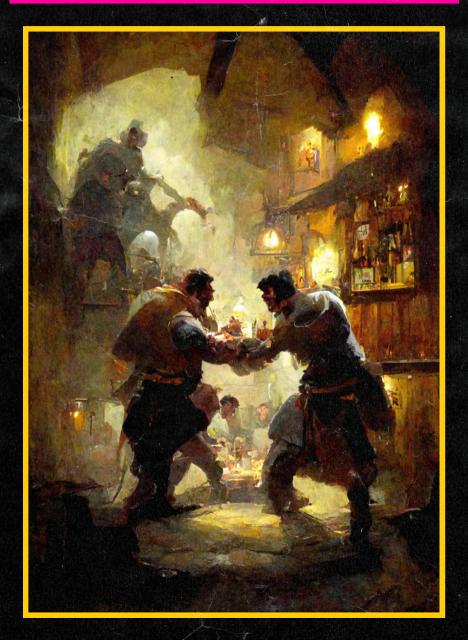
The Tavern Brawl Stroll

1d6 instigating events, 1d6 improvised weapons, and 1d6 brawl spectacles



Instigating Events

Trouble is in the air.

- {Post-Show Blues} After bombing their performance and getting heckled, a loudmouthed bard wants to let off some steam.
- {Wager} A table of half-ogres are placing bets on which members of the party they think they could beat in a fist fight.
- Move! The cloaked figure who wants to sit broodingly in the corner warns the party to move out of their seat or get moved.
- {Mix Up} A pair of bounty hunters mistakes the heroes for a different adventuring party they've been tracking
- 5. for weeks. {Mind Control} Hoping to eliminate the party before they become an issue, the BBG
- 6. forces some thugs to attack the party.

 {Angry Drunk} Wife walked out. Lost their
 job. Had 1 too many drinks. Whatever the
 reason for this fight, it isn't a good one.

Improvised Ideapons

Now isn't the time or place to fight fare.

- 1. {Salt and Pepper} Enemies start throwing small spice bowls on nearby tables into the characters' eyes to blind them.
- {Magic Sword} It's been mounted over the fireplace for years, and nobody bothered to check if it was magic until right now.
- Hound Dog That hound dog in the corner is hungry, and tossing some gravy over a character turns them into a tasty snack.



- 4. {Wasn't Ne} Smacking a drunk on the back of the head and blaming the characters is an easy way to get some help in the fight.
- {Darts} Folks love playing darts at this inn, which means there's no shortage of ranged weapons within easy reach.
- {Sword Fish} A bit clumsy to get off the wall and wield like a weapon, but its serrated teeth will leave a nasty mark.



Brawl Spectacles

Dinner and a show.

- {Bets} Excited patrons start placing drunken wagers on which side they think will win the tavern brawl.
- {Corrupt Guards} Sit back and watch the fight only to threaten to arrest the winners unless they're paid off.
- {Giant Rats} A ground slam splinters the floorboards and releases a swarm of panicked giant rats from the cellar.
- 4. [Broken Keg] Slippery ale starts sloshing all across the floor making it difficult to move or stand up when knocked prone.
- {Lost Dungeon} A missed blow smashes through the wall and reveals a forgotten entrance to a dungeon beneath the inn.
- Winner Takes All The innkeeper, fond of the publicity brawls often bring, offers free drinks for life to the winners.

