

The Tavern Brawl Scroll

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



Instigating Events

Trouble is in the air.

1. **{Post-Show Blues}** After bombing their performance and getting heckled, a loud-mouthed bard wants to let off some steam.
2. **{Wager}** A table of half-ogres are placing bets on which members of the party they think they could beat in a fist fight.
3. **{Move}** The cloaked figure who wants to sit broodingly in the corner warns the party to move out of their seat or get moved.
4. **{Mix Up}** A pair of bounty hunters mistakes the heroes for a different adventuring party they've been tracking 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 Sidearms

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.
2. **{Magic Sword}** It's been mounted over the fireplace for years, and nobody bothered to check if it was magic until right now.
3. **{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 Me}** Smacking a drunk on the back of the head and blaming the characters is an easy way to get some help in the fight.
5. **{Darts}** Folks love playing darts at this inn, which means there's no shortage of ranged weapons within easy reach.
6. **{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.

1. **{Bets}** Excited patrons start placing drunken wagers on which side they think will win the tavern brawl.
2. **{Corrupt Guards}** Sit back and watch the fight only to threaten to arrest the winners unless they're paid off.
3. **{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.
5. **{Lost Dungeon}** A missed blow smashes through the wall and reveals a forgotten entrance to a dungeon beneath the inn.
6. **{Winner Takes All}** The innkeeper, fond of the publicity brawls often bring, offers free drinks for life to the winners.

