

RUMBLE AT THE YAWNING PORTAL



*A flavorful tavern brawl to kick off your
'Dragon Heist' adventure!*



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INTRODUCTION

D&D's newest adventure 'Dragon Heist' is set in Waterdeep and begins with a time-honored trope: a tavern brawl! In the Yawning Portal no less!!

As seen in Chapter 1, a straight-up, revenge-based bar fight is one good way to kick off an adventure and become acquainted with the combat mechanics of 5e. But if you're already acquainted, or just want more story elements for your tavern experience, use the information below for more flavor.

PORTAL PATRONS

A number of lively characters frequent the iconic Yawning Portal. Here are a handful, each with their own potential brawl "hook".

Raviska (dwarf). The **veteran** (MM) enjoys regaling any audience with tales of her past adventures; before each tale, she tosses a silver piece down the well, and offers a blessing to Tymora for the adventurers exploring Undermountain. She'll then proceed to act out her tales using her favorite prop: a *stuffed goblin*. No one is allowed to touch the goblin, but a gang of drunks is intent on taking it as a trophy.

DeVault (human). The **enchanter** (VGtM) sits in a quiet corner, trying hard not to let his magically-augmented emotions wash over the other patrons. But he's reading a troubling letter, which has sent him into a full-on conniption rage-fit. The surrounding customers start arguing for no apparent reason.

Flimp (gnome). The **bard** (VGtM) performs weekly at the Portal, putting on an insult-laden comedy show that delights patrons: "*You, sir, at the bar. Do you walk that way to look tough or did a goblin bite you in the a\$\$?*". Not all patrons take kindly to the barbs, but others would defend Flimp with their lives.

A BRAWL BEGINNING

The following event could instigate a bench-clearing brawl in the Yawning Portal. Any of the NPC patrons mentioned above could show up in this scenario.

OK guys, let me up now...Guys?!

A brave drunk just agreed to spend 10 minutes at the bottom of the well, equipped only with a torch. The crowd rushes to the well's edge to watch, enthusiastically betting on the outcome. The PCs are encouraged to place their bets. After 5 minutes, an unearthly wail issues from Undermountain, and the drunk is now quite ready to be let back up!

A brawl breaks out when the drunk's friends try to haul him back up, but other patrons who would lose their bet try to stop them. The wails keep getting

louder, as do the frantic cries of the drunk at the bottom (the identity of the wailer is up to you).

Rescuing the drunk first requires the PCs to fix the pulley holding the rope—it's been damaged in all the commotion. A successful DC12 check using Dexterity (Sleight-of-Hand) to re-thread the rope or Intelligence (Investigation) to identify the slipped gear will suffice. Pulling the drunk up the well requires at least one PC to succeed on a DC12 Strength (Athletics) check in three successive rounds. Two **thugs** (MM) and a **draw** (MM) attempt to stop the PCs.

If the drunk isn't rescued in 10 rounds, one last scream sounds out, the line goes taut, then slack. If he is rescued, the drunk's friends bear-hug the PCs and buy them a three-course meal.

OVER-ESCALATE MUCH?

It is the height of poor manners to cast truly damaging spells like *acid splash* or swing deadly weapons in an otherwise non-lethal brawl. Brawlers might quickly decide to gang up on those who use such dangerous tactics. So choose your attacks wisely.

Consider using the items below in your attacks. They might not do damage in the traditional sense, but in a fun brawl, you can probably find ways to incapacitate an opponent. Each round, roll a d20 or two to determine which common tavern item is within reach.

| Roll | Object/item | Roll | Object/item |
|------|------------------------|------|----------------------------|
| 1 | Cream pie | 11 | Broom |
| 2 | Brass bell & mallet | 12 | Dirty footbath |
| 3 | Someone's pet badger | 13 | Trophy boar head (hollow) |
| 4 | Plate of food | 14 | Beard of brawler |
| 5 | Cloak (still worn) | 15 | Empty beer keg |
| 6 | Empty mug | 16 | Shepard's crook |
| 7 | Food tray | 17 | Roast turkey |
| 8 | Kettle of hot water | 18 | Large unlit candle |
| 8 | Wooden stool | 19 | Lute |
| 10 | Muddy, knee-high boots | 20 | Fully-feathered dead goose |

NEXT STEPS

If you enjoyed this product, check out my supplement of tavern brawl-related content: 'Tavern Brawl Builder'. Now on the DMs Guild. It's full of unique taverns and NPCs, story-filled brawl encounters, and even a new gameplay mechanic to make brawls quicker and more fun! **Featured in Dragon+ magazine!**