

BARROOM BRAWLS

A Pathfinder Roleplaying Game Compatible GM's RESOURCE by Creighton Broadhurst



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Barroom brawls are one of the quintessential events that occur in taverns, inns and pubs of a certain quality. Alcohol mixed liberally with folk used to solving problems with violence is an explosive combination. The great thing about barroom brawls, though, is that although people get hurt, it's rare that anyone dies. This means the players can let their hair down and try some crazy stuff they'd never try in a "proper" battle. And yet, brawls feature in comparatively few adventures these days. Complicated to run, requiring an understanding of little-used rules such as nonlethal damage and improvised weapons, they can be a GM's worst nightmare!

Barroom Brawls provides the tools to quickly and easily run an exciting, flavoursome brawl. Including useful handouts for the players as well as extensive notes for the GM, *Barroom Brawls* is the perfect excuse to put away your longsword and belt someone over the head with a chair!



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Thank you for purchasing *Barroom Brawls*; we hope you enjoy it and that you check out our other fine print and PDF products.

CONTACT US

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ERRATA

We like to think *Barroom Brawls* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

ABOUT THE DESIGNER

Creighton is a keen gamer who passionately believes in the Open Gaming License and is dedicated to making his games as fun and easy to enjoy as possible for all participants. Reducing or removing entry barriers, simplifying pre-game prep and easing the GM's workload are the key underpinning principles of the products he releases through Raging Swan Press.

Creighton lives in Torquay, England where, apparently, the palm trees are plastic and the weather is warm. He shares a ramshackle old mansion with his two children ("Genghis" and "Khan") and his patient wife. Famed for his unending love affair with booze and pizza he is an enduring GREYHAWK fan.

You can read his thoughts on game design at ragingswan.livejournal.com.

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FOREWORD

I love running brawls. Barroom brawls are one of the quintessential events that occur in taverns, inns and pubs of a certain quality. Alcohol mixed liberally with folk used to solving their problems with violence is an explosive combination. The great thing about barroom brawls, though, is that although people get hurt, it's rare that anyone dies. This means that the players can let their hair down and try some crazy stuff they'd never try in a "proper" battle.

One of my earliest gaming memories is of running a village brawl (don't ask) back while I was at school. Sadly, though, I haven't featured many barroom brawls recently in my campaign, because they can be a real headache to run. Barroom brawls utilise lots of lesser known rules (such as unarmed combat, improvised weapons and so on) which can slow game play and make what should be an enjoyable, crazy battle slow and tedious as everyone buries their heads in their books.

That's why I've designed this supplement. Using the rules and suggestions herein you should be able to run fast and exciting brawls. The supplement has several main sections:

- **Brawl Triggers:** Every good barroom brawl has a trigger such as an argument, spilt drink or drunken rivalry that serves as the catalyst for a good punch-up. Other brawls can be started deliberately, perhaps as a cover for assassination, theft or other nefarious activity.

DESIGNER'S NOTE

The rules on Taproom Features and Improvised Weapons have been designed to be easily printed. If you run a brawl, provide copies of both to each participant. This enables the players to understand exactly what he can do with the various objects in the taproom and cuts down on extended question and answer sessions during what should be an exciting, dynamic battle.

STAT BLOCKS BY CR

CR		PAGE
1/3	Human Merchant LN human aristocrat 1	9
1/2	Barkeep N male human expert 2	8
1/2	Watchman LN male human warrior 2	9
1	Sergeant-at-Arms LN male human warrior 3	9

- **Brawl Events:** More so than normal fights, brawls are chaotic affairs with combatants using whatever is at hand to smash and bash their enemies into submission. Many participants are likely inebriated and liable to try bizarre tactics.
- **Brawl Aftermath:** A good barroom brawl can be much more than a singular event; it can have an impact on the campaign long after the brawler's headaches have faded.
- **Brawlers:** This section presents sample brawlers. Note that PCs of 3rd-level and above can probably easily defeat most normal brawlers and so the GM should design appropriate foes (perhaps off-duty mercenaries, rival or retired adventurers and so on) to challenge such PCs.
- **Taproom Features:** More so than during almost any other kind of battle, the "terrain" of a taproom changes during a brawl: tables are flipped over, ale is spilled creating dangerously slippery areas and so on. This section presents rules for adjudicating such actions.
- **Improvised Weapons:** Few brawlers use actual weapons, rather utilising whatever comes to hand: kegs, bottles, chairs and even benches! This section presents rules detailing the most commonly used improvised weapons.

Don't forget, barroom brawls can serve many purposes including introducing new NPCs or adventure hooks, providing light relief after a harrowing session and so on. I hope you find this product useful. It would be great to hear about the brawls you run using these rules - drop me a line at creighton@ragingswan.com.



RUNNING A BARROOM BRAWL

When planning to run a barroom brawl, a GM should not view it as a normal combat. After all, the chances of anyone getting killed are pretty slim; instead a barroom brawl is a chance to relax and have a fun fight that “doesn’t really matter” in the grand scheme of things.

A barroom brawl comprises several distinct phases:

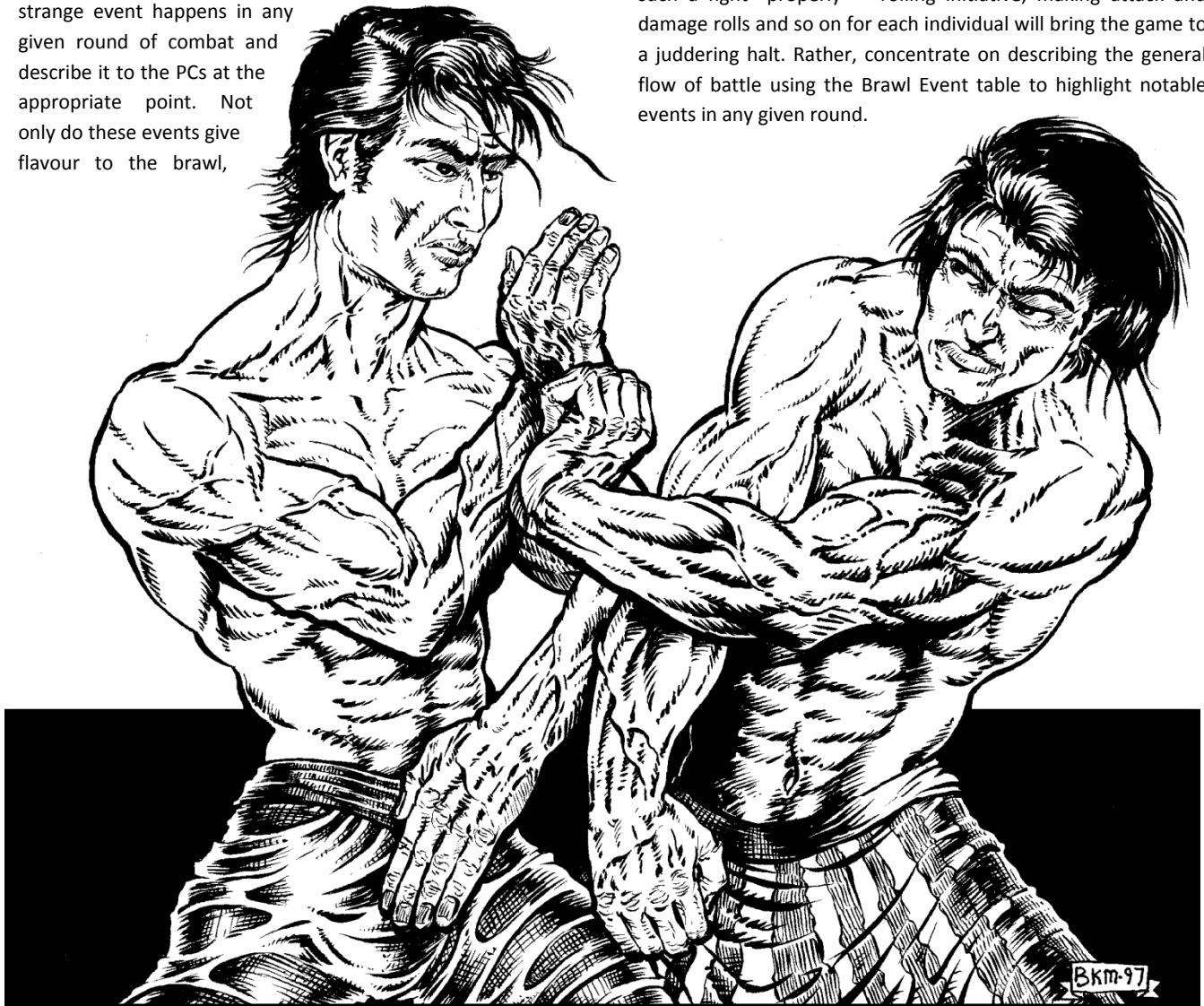
- **Brawl Trigger:** Brawls just don’t start for no reason – although to those not paying attention it may seem that way. Consider using the Brawl Trigger table (page 5) to determine why the brawl starts. Alternatively, the brawl can have a campaign-specific purpose such as introducing a band of rival adventurers, getting the PCs into trouble with the Watch, acting as an adventure hook and so on.
- **Brawl Events:** Brawls are crazy affairs; use the Brawl Events table (page 6) to add flavour to the fight. Determine what strange event happens in any given round of combat and describe it to the PCs at the appropriate point. Not only do these events give flavour to the brawl,

many also give the PCs important clues about how they can interact with the taproom’s environment and other brawlers.

- **Brawl Aftermath:** A barroom brawl is a great way to let off steam, but does the fight have any consequences for the PCs? You can decide these consequences based on the PCs’ actions or you can roll on the Brawl Aftermath table (page 7). When rolling on this table remember that many of the brawl’s participants are not used to battle (even nonlethal battle) and so their perception of events may not sync with the PCs’ recollections (or, indeed, reality). Thus, the PCs might get blamed for starting the fight or even for an accidental death that had nothing to do with them!

A BRAWL ROUND BY ROUND

Barroom brawls often have dozens of participants – running such a fight “properly” – rolling initiative, making attack and damage rolls and so on for each individual will bring the game to a juddering halt. Rather, concentrate on describing the general flow of battle using the Brawl Event table to highlight notable events in any given round.



BRAWL TRIGGERS

Many events can trigger a barroom brawl: a gambler can be caught cheating, two men may argue over a woman, someone may spill another's pint or simmering animosity may suddenly boil over into violence. A GM can simply determine the brawl's trigger or roll on the table below.

D20 BRAWL TRIGGER

1-2	A group gamble at a table. One of the group is accused of cheating, but denies the charge. He refuses to return his winnings and a brawl quickly ensues.	
3	A drunk staggers against a table sending the drinks upon it flying. Those around the table attack the drunk, furious at his clumsiness. The drunk's friends leap to his aid...	
4	An argument erupts at one table and quickly several patrons are fighting. The brawl is a diversion; one of the other customers (perhaps even a PC) is marked for assassination and while the fight distracts witnesses the assassin strikes.	
5	A pickpocket fails spectacularly to lift a purse. The owner notices and tries to grab the thief. He twists out of the man's hands but falls into a nearby table, smashing it and spilling all the drinks on it.	
6	A drunk man staggers to the bar and demands more ale. The barkeep refuses and the man gets belligerent. A regular steps in to defuse the situation and the drunk attacks him. As the regular staggers back, he knocks over another man who leaps to his feet enraged. From there, the chaos quickly spreads...	
7	A prostitute moves around the tavern seeking business. Two drunken men begin to argue over who should enjoy the pleasure of her company first. She draws the two men into a brief bidding war, which ends with one smashing a flagon over the others head.	
8	A server weaves through the taproom with a full tray of drinks. However, when she sets it down, two groups of drinkers claim that the drinks are for them. Both groups are drunk and the ensuing argument turns violent.	
9	A server delivers a drink to a table, but the (drunk) patron refuses to pay. After a short argument, the drunk pushes her away and she falls. Several regulars take exception to this and move to punish the drunk. Others intervene and an epic brawl quickly breaks out.	
10	A small contingent of the Watch enter the tavern and start to belligerently search for a fugitive last seen nearby. The search angers many of the regulars and eventually one hurls a flagon at a guard in protest. As the guards attempt to apprehend their attacker other patrons join in. Inevitably, some of the missiles hit other patrons and a confused melee breaks out.	
11	An old beggar enters the taproom and moves from table to table begging for spare coins and food. A few patrons give him their scraps but one shouts and curses at him before pushing him away. As the beggar falls to the floor, several other patrons move to help him and	remonstrate with his attacker. Unsurprisingly, the attacker does not take kindly to their opinions and an argument quickly develops. Eventually, it leads to violence. After the brawl, there is no sign of the beggar.
12	Two drunken patrons (one a huge warrior) are dancing (very badly) when one of them trips and falls. The other trips over the first and lands in the lap of a courting couple. Wine gets spilled all over the couple, which enrages the woman. She smashes an empty flagon over the head of her "attacker." By that point, the first dancer has regained his feet and totters over to aid his friend.	
13	Two men standing at the bar begin to push and shove each other. They inevitably bump into other patrons and matters go downhill rapidly thereafter.	
14	A man weaves his way through the crowd carrying two handfuls of drinks. Suddenly, he trips and the drinks go flying. He is quickly to his feet, accusing a nearby customer of deliberately tripping him. Meanwhile, the three men he has just drenched in beer decide to teach him a lesson.	
15	A customer drops his belt pouch and gold and silver coins tumble to the floor. As he tries to retrieve his wealth, other nearby customers scramble to grab the coins. Almost immediately, several fights break out.	
16	Two groups of rival warriors or workmen are drinking heavily in the taproom. As they get drunker the two groups exchange insults. Veiled at first, they become more demeaning as the alcohol flows. Eventually, a fight breaks out between the two groups; innocent bystanders get dragged into the melee.	
17	Four toughs have been bribed to beat up a customer. They enter the bar, buy drinks and take a table close to their target. They wait until their target is drunk before pouncing. Other customers go to the target's aid and a general melee ensues.	
18	A man buying drinks at the bar believes he has been short-changed. The barkeep denies the charge and refuses to pay up. The customer reaches across the bar and tries to grab some coins. Several regulars leap to the barkeep's aid. Seeing this, the customer's friends come to his aid.	
19	Two men get into an argument over a woman sitting nearby. As they begin to fight, other patrons gather round to watch. Soon, however, one of the men knocks another customer over and the chaos soon spreads. (Alternatively two women can argue over a man).	
20	A fleeing man bursts through the tavern's door and rushes through the taproom knocking over chairs, spilling drinks and so on. Patrons leap to their feet in indignation. Moments later, a small group of guards enter the tavern and try to follow the man. Chaos ensues as the guards try to force their way through a crowd of angry patrons.	

BRAWL EVENTS

Barroom brawls are chaotic affairs and the most bizarre events can occur during them. Some are to be expected, the innkeeper calling for the watch or opportunistic thieves trying to steal unattended wagers, while others are completely unexpected: tables collapse, kegs of beer spring leaks and chandeliers fall. In the most deadly brawls, fires can accidentally start that if left unchecked can destroy the tavern .

Every round of a brawl, roll on the table below to determine the brawl event before describing it colourfully.

D%	BRAWL EVENT
01-40	No event of note.
41-50	The innkeeper calls loudly for the Watch.
51-52	A brawler tips over a table. Atop the table lies a small pile of coins — the pot of some game now unattended. 2d20 cp and 2d10 sp clatter to the floor. Nearby brawlers dive for the coins and try to gather up as many as possible.
53-55	A brawler kicks over a bench, chair or table. The next person who isn't a PC, to move through the square trips over it and falls prone.
56-59	A brawler tries to punch a target, misses and smashes a beer keg. Beer gushes out, creating a 15 ft. cone of slick floor (DC 10 Acrobatics check to move at half-speed through the area; failure by 5 or more and the character falls prone). The innkeeper wails at this unfortunate event.
60-61	A random brawler hurls a flagon or chair at a PC.
62-64	A small contingent of the Watch arrive to break up the brawl. They use nonlethal attacks to subdue the brawlers, beating them with the ends of their spears. Brawlers fight to get away from the Watch as no one wants to get arrested.
65-66	A brawler leaps onto the bar and starts to kick half-full flagons of beer into the melee. Every time he scores a hit he shouts in triumph.
67-68	Someone shouts that the Watch is coming. At that, many of the combatants make a break for the nearest exit. The area around the front and back doors of the tavern get congested as patrons fight each other to get away.
69-70	One brawler throws another 1d2 x 5 ft. onto a chair or table. The piece of furniture collapses and the thrown brawler lands prone.
71	Somehow, high-strength alcohol (such as brandy) lands in the fire. All combatants within 5 ft. suffer 1 fire damage as the fire sparks and spits.
72-74	The innkeeper (or other staff member) gets attacked by a brawler. The innkeeper shouts for help; if a PC assists him, he gets free board and lodgings for one week.
75-76	Three brawlers gang up on another patron and quickly kick him to the floor. They beat him unconscious in two rounds before moving onto another target.
77-79	Desperate to escape the violence, a patron dives under a table and screams for help. The man is well-dressed and gives his rescuer a reward of 2 gp.
80-82	Skirting the violence, a patron moves from table to table stealing coins, downing drinks and so on. After three rounds of this, he is spotted and attacked by irate patrons.
83	A large brawler picks up a bench and belts nearby targets with it. Once he has knocked unconscious a few other brawlers, the rest avoid him and so he goes in search of new targets. He settles on the nearest PC.
84-85	A female patron jumps onto the back of a brawler and starts hitting him over the head with a flagon. It smashes, blinding him for one round with ale. In the next round, he pulls her off and throws her to the floor.
86-87	A table collapses dumping the patron on it onto the floor. The patron falls prone.
88	A patron dives behind the bar and grabs several bottles or brandy or other expensive beverage. On the next round, he makes a break for the door clutching his prizes.
89	The fight spills out into the street as several brawlers fall through the tavern's door.
90	A brawler is thrown through a window or door into the street. Three rounds later, the Watch arrives.
91	Amid the chaos, a thief rifles the pouch of a fallen brawler. If no one stops him, he moves onto his next mark. If accosted, he flees.
92	A patron lies slumped over a table. Underneath the table, his hound barks ferociously and tries to bite anyone entering an adjacent square.
93	A brawler staggers out of the melee, blood dripping from a nasty scalp wound (caused by a broken bottle). He screams in agony and flails about looking for assistance.
94	A brawler stands over his unconscious foe. The two are hated enemies; the brawler gives his fallen foe a good kicking. If no one intervenes, he eventually kills his enemy.
95-96	A brawler takes this opportunity to knife an enemy. He draws a dagger and tries to stab him in the back.
97-98	A brawler tries to grab the tavern's ready cash before fleeing. The barkeep notices this attempt and screams for help before attempting to apprehend the thief. There is a 50% chance that any patron grabbing the thief tries to steal some of the money himself.
99	Fire! Flames from a knocked over torch or similar fire source catch on a tapestry, straw covering the floor and so on. Unless extinguished, the fire advances 5 ft. every second round. (A DC 15 Reflex save extinguishes a 5 ft. section of fire as a full-round action). Characters in the fire suffer 1d6 fire damage and catch on fire.
100	GM's discretion – something truly bizarre happens; the floor collapses, chickens escape from the kitchen etc.

BRAWL AFTERMATH

Although often fun and exhilarating, barroom brawls can have nasty consequences for the participants. Unlike battles against invading orcs, barroom brawls are not often looked on kindly by the authorities.

This table presents possible consequences for the PCs. A GM should tailor these consequences to suit the overall flow of the campaign. For example, if you have an adventure ready to run in a distant town have the PCs blamed for the brawl and be forced to flee town. Alternatively, you can use the brawl to both introduce an NPC and to set him up as a reoccurring character in your campaign – perhaps he'll one day have a job for the PCs or be able to render them assistance. Alternatively, he may become an enemy or foil of the PCs.

Of course, a tavern brawl can also be an isolated incident and have no impact on the PCs once they have recovered.

D20 BRAWL AFTERMATH

1-2	No consequence of note.	10	One of the other brawlers – rightly or wrongly – feels that one of the PCs helped him in the fight. He is very grateful and offers them some small help in return. He can offer them shelter, provide local information or perform other minor tasks. Alternatively, he may have contacts in town who can offer the PCs greater assistance – access to magic items, esoteric lore or individuals of influence.
3	The PCs are blamed for starting the brawl and the Watch begins to search for them. Unless someone was killed in the brawl, the Watch does not search too diligently – after all the adventurers are heavily armed; rather the Watch hope the PCs take the hint and leave town.	11	A member of the opposite sex believes the PC saved him or her during the brawl. The NPC develops a crush on the PC and begins to peruse the PC. The NPC is always in the taproom when the PCs are in the taproom and finds excuses to talk with them.
4	The taproom is severely damaged by the brawl and consequently the tavern shuts for 1d2 weeks for repairs and renovations.	12	A NPC of note saw how the PCs fought during the brawl and was impressed with their prowess. After the brawl, he approaches to offer them a job – perhaps he is about to embark on a long journey and needs bodyguards or he offers them a job that leads to the next adventure.
5	The taproom is so badly damaged that the current tavern owner cannot afford the repairs. The tavern shuts and the owner puts it up for sale.	13	Someone dies during the brawl and the PCs are sought for questioning. As long as they cooperate, the Watch takes their statement and does not bother them further. If they refuse to cooperate, hide or try to make a run for it, the Watch concludes they have something to hide.
6	A brawler develops a grudge against the PCs. This can manifest itself as nothing more than name-calling and the occasional instigation of other brawls, but it can also take on a more sinister aspect. The brawler can spy on the PCs, bad mouth them to friends and suppliers and could even end up working for one of their enemies.	14	One of those caught up in the brawl is an off-duty member of the Watch. He remembers the PCs and depending on how they acted during the fight could be a good friend or irritating foil in the future. As a friend, he can waive gate taxes, overlook minor misdemeanours and so on. As a foil, he looks for reasons to get them into trouble.
7	During the fight, one of the PCs loses a minor magical item such as a potion or scroll. They don't discover it is missing until they try to use the item.	15	The brawl was a cover for a robbery. A nobleman or merchant in the bar at the time of the brawl has a precious object stolen and wants it back. He believes the PCs innocent of the theft and asks them to retrieve it. Asset rich, but cash poor he offers them the deeds to a small rundown castle on a distant estate in exchange for the item's return.
8	The owner or innkeeper blames the PCs for the brawl and seeks to reclaim damages from them for broken furniture, loss of earnings and so on. He claims 40 gp and if the PCs decline to pay he refuses to serve them or allow them to stay in his establishment. Optionally, other taverns hearing of the PCs' reputation also refuse to serve them.	16	The barkeep believes the PCs did all they could to help him during the brawl. He is very grateful and gets them round after round of free drinks during their next visit. He becomes their good friend and always serves them quickly and well. On the downside, if another brawl starts he expects them to help him calm things down.
9	One of the PCs' enemies masterminded the brawl either so he could get a better feel for their fighting styles, as an attempt to get them into trouble with the local authorities or simply to slow them down. As a consequence, his agents report interesting and useful information about the PCs' fighting styles.	17	The barkeep is so impressed with one of the PC's prowess that he offers him a job as a doorman. Pay is 3 sp a night and all the cheap ale he can drink.
		18	After the brawl the PCs find a small item – perhaps a map or key – that will be useful in their next adventure.
		19-20	Immediately after the brawl, a PC spots a small belt pouch under an overturned table. The pouch contains 23 sp and 14 gp. Of the owner, there is no sign.

BRAWLERS

Use these statistics to run the various folk involved in a brawl. These statistics present the folk normally present in the tavern and should not be used to represent special individuals such as adventurers and so on. Most are no match for a skilled adventurer, but in large numbers they might cause the party some small trouble.

This section also presents three new conditions designed for use in a barroom brawl: tipsy, drunk and hammered. Apply one of these conditions to every combatant (including the PCs) who has consumed one or more alcoholic drinks.

DRUNK?

Before the brawl starts in earnest you must determine how much alcohol each participant has consumed:

- **NPCs:** Randomly determine the condition of each NPC:

D20	CONDITION
01-04	Sober
05-12	Tipsy
13-18	Drunk
19-20	Hammered

- **PCs:** Make a determination of each PC's condition based on how much the player indicates his character has drunk.

LETHAL DAMAGE

The vast majority of the improvised weapons available in a normal tavern common room deal nonlethal damage (page 11). However, some combatants may resort to weapons dealing lethal damage at some point during the fight. This immediately changes the feel and flavour of the brawl – other combatants avoid such an individual if at all possible, and probably shout warnings to others nearby. If anyone is killed in a brawl, the Watch pursue the matter with vigour until they discover the identify of those people responsible.

BARKEEP

CR 1/2 (XP 200)

This man wears a stained apron and carries several cloths jammed into his belt. His skin is pale and he has big bags under his eyes.

Male human expert 2

N Medium humanoid (human)

Init -1; **Senses** Perception +6, Sense Motive +7

Speed 30 ft.; **ACP** 0

AC 9, touch 9, flat-footed 9; **CMD** 9

(-1 Dex)

Fort +1, **Ref** -1, **Will** +3

hp 11 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +0

Melee unarmed strike +0 (1d3-1 nonlethal) or

Melee improvised weapon -4 (as weapon -1) or

Melee club +0 (1d6-1)

Abilities Str 9, Dex 8, Con 12, Int 10, Wis 11, Cha 15

Feats Alertness^B, Skill Focus (Diplomacy)

Skills as above plus Appraise +4, Diplomacy +9, Handle Animal +6, Knowledge (geography) +4, Knowledge (local) +4, Profession (brewer) +4, Profession (innkeeper) +5

Languages Common

Gear as above plus belt pouch, 3 gp, 15 sp, 37 cp

Generally speaking, a barkeep does not seek out combat, rather staying behind the bar during a brawl. A barkeep tries to regain control of the taproom, minimise damage to furniture, stop any thievery taking place under cover of the brawl and protect other staff members and the tavern's takings. Most barkeeps hide a club behind the bar to deal with thieves or serious threats to life.

These statistics can also represent other members of staff including cooks and servers, with minor adjustments. During a brawl other members of staff act in a similar fashion to the barkeep – they retreat from any real threat, taking shelter behind the bar, in the cellar or kitchen or run outside to fetch the Watch.

NEW CONDITION: TIPSY

Tipsy characters have had a little to drink but are not yet drunk. While each character's alcohol tolerance is different, apply this condition to any character who has had up to three alcoholic drinks.

Tipsy characters have the following modifiers:

- +1 morale bonus to Will saving throws

NEW CONDITION: DRUNK

These characters are drunk, but not yet hammered. They have consumed up to ten alcoholic drinks.

Drunk characters have the following modifiers:

- +2 Con
- -2 Dex, -2 Wis, -2 Cha
- +2 morale bonus to Will saving throws

HUMAN MERCHANT CR 1/3 (XP 135)*This well-dressed man has the air of wealth about him.*

Human aristocrat 1

LN Medium humanoid (human)

Init +1; **Senses** Perception +4, Sense Motive +4**Speed** 30 ft.; **ACP** 0; Ride +8**AC** 11, touch 11, flat-footed 10; **CMD** 11 (+1 Dex)**Fort** +0, **Ref** +1, **Will** +2**hp** 4 (1 HD)**Space** 5 ft.; **Base Atk** +0; **CMB** +0**Melee** unarmed strike +0 (1d3 nonlethal)**Melee** dagger +0 (1d4/19-20)**Ranged** dagger (range 10 ft.) +1 (1d4/19-20)**Abilities** Str 10, Dex 12, Con 11, Int 13, Wis 10, Cha 9**Feats** Skill Focus (Profession [merchant]), Skill Focus (Riding)**Skills** as above plus Appraise +5, Diplomacy +3, Profession (merchant) +7**Languages** Common, Elven**Gear** as above plus noble's outfit, belt pouch, 12 gp, 4 sp

Merchants often frequent bars in search of deals or hired help. Sadly, they often fare badly in barroom brawls as they are not skilled at defending themselves. If given the choice, they flee the brawl as quickly as possible. They are often targeted because of the wealth they normally carry.

Use these statistics to represent merchants or minor members of the nobility slumming it for the evening. By changing their Profession skill, they can also be used to represent craftsmen and affluent members of other professions.

Such individuals are not without resources and are grateful if rescued from a brawl. At the GM's option, they can offer the PC discounted or free goods or services, access to other business contacts or even future commissions. While they make good friends, they can also make nasty, low-grade enemies. While such folk have little stomach for a fight, they well-remember the person who beat them. Such folk could be attacked by hired thugs, become suddenly unwelcome in a number of establishments in town (or in the case of someone wronging a member of the nobility) get the PCs arrested and punished without trial.

NEW CONDITION: HAMMERED

Hammered characters have consumed a vast quantity of alcohol – normally more than ten drinks.

Hammered characters have the following modifiers:

- +4 Con
- -4 Dex, -4 Wis, -4 Cha
- Slow: reduce their speed by half.
- +4 morale bonus to Will saving throws
- -2 on attack rolls

WATCHMAN CR 1/2 (XP 200)*Clad in scale mail this warrior carries shield and spear.*

Male human warrior 2

LN Medium humanoid (human)

Init +0; **Senses** Perception +0, Sense Motive +0**Speed** 20 ft., base speed 30 ft.; **ACP** -5; Acrobatics -5 (-9 jumping), Ride +0**AC** 16, touch 10, flat-footed 16; **CMD** 14 (+5 armour [scale mail], +1 shield [light wooden])**Fort** +4, **Ref** +0, **Will** +0**hp** 18 (2 HD)**Space** 5 ft.; **Base Atk** +2; **CMB** +4**Melee** spear +5 (1d8+2/x3) or**Melee** morningstar +5 (1d8+2)**Abilities** Str 15, Dex 11, Con 13, Int 9, Wis 10, Cha 8**Feats** Toughness^B, Weapon Focus (spear)**Skills** as above plus Handle Animal +3, Profession (soldier) +4**Languages** Common**Gear** as above plus belt pouch, 2d6 sp**SERGEANT-AT-ARMS** CR 1 (XP 400)*Clad in chainmail this warrior has an air of authority about him.*

Male human warrior 3

LN Medium humanoid

Init +0; **Senses** Perception +2, Sense Motive +2**Speed** 20 ft., base speed 30 ft.; **ACP** -6; Acrobatics -6 (-10 jumping), Ride -1**AC** 17, touch 10, flat-footed 17; **CMD** 14 (+0 Dex, +6 armour [chainmail], +1 shield [buckler])**Fort** +4, **Ref** +1, **Will** +1**hp** 25 (3 HD)**Space** 5 ft.; **Base Atk** +3; **CMB** +5**Melee** mwk longsword +7 (1d8+2/19-20) or**Melee** dagger +5 (1d4+2/19-20)**Combat Gear** *potion of cure light wounds* (2)**Abilities** Str 15, Dex 11, Con 13, Int 9, Wis 10, Cha 8**Feats** Alertness, Toughness^B, Weapon Focus (longsword)**Skills** as above plus Intimidate +5, Profession (soldier) +4**Languages** Common**Gear** as above plus belt pouch, 2d10 sp, 1d8 gp

When breaking up a brawl, watchmen do not use lethal force unless they are confronted by someone wielding an actual weapon. Instead, they either use blows from their spear butts or shield bashes (both to deal nonlethal damage) to subdue combatants.

WATCH PATROL (EL 5; XP 1,200)

A Watch patrol responds to reports of a disturbance as quickly as possible; the exact timing is up to the GM and should depend on whether the players are having fun (and whether things are going too easily for them).

A typical patrol comprises four watchmen and one sergeant-at-arms.

TAPROOM FEATURES

Tables, chairs, bar stools and other pieces of furniture are scattered about almost any taproom. During a brawl, clever combatants use tables, chairs and even barrels to gain an advantage over fellow brawlers.

- **Movement:** Unless otherwise noted, it costs two squares of movement to enter a square containing a piece of furniture.
- **Skills and DCs:** The table below details the various skills a character can use to use each object in a barroom brawl.

Most taprooms have the following pieces of furniture:

Bar: The bar is 4 ft. high and 2 ft. wide. A character cannot move through a square containing a bar unless he leaps atop, or climbs over, it.

Bar Stool: Bar stools are 3 ft. high. A bar stool can be used as an improvised weapon.

Barrel: About 3 ft. high, barrels can be empty or full. A full barrel is also an improvised weapon with the slick (burst) characteristic.

Chair: Chairs stand around every table in the taproom. A chair can be used as an improvised weapon.

Tables: Small tables seat two characters and can be used as an improvised weapon. Large tables seat four persons comfortably.

SPECIAL CHARACTERISTICS

Each of the different types of furniture has special characteristics a canny brawler can use to his advantage:

Cover: This piece of furniture provides cover (+4

AC, +2 Reflex saves).

Cover (Improved): This piece of furniture provides improved cover (+8 AC, +4 Reflex saves) to Small or smaller characters or to any prone Large or smaller character.

Flip Over: A character can flip over this piece of furniture by making the Strength check noted on the table below.

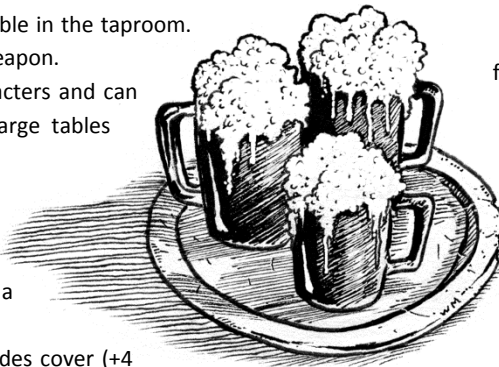
- The DC to flip over a piece of furniture increases by 5 for each character atop it.
- Flipping over a piece of furniture provokes attacks of opportunity.

A character on a piece of flipped furniture must make a Reflex save:

- **Success (DC 15):** The character lands on his feet in a square of his choice adjacent to the piece of furniture.
- **Failure:** The character lands prone in a square adjacent to the piece of furniture of his opponent's choice.

Higher Ground: Characters atop this piece of furniture gain the benefits of higher ground (+1 on melee attacks) against lower targets.

Wobbly: Most furniture is not designed to be stood on. Characters atop a piece of wobbly furniture must make an Acrobatics (balancing) check every round in which they move and when they take damage.



FURNITURE	HEIGHT	ACROBATICS ¹ (LEAP ATOP)	ACROBATICS ² (BALANCING)	CLIMB ³	STRENGTH (FLIP OVER) ⁴	SPECIAL
MISCELLANEOUS						
Bar	4 ft.	16	5	10	—	Cover, cover (improved), higher ground
Barrel (empty)	3 ft.	12	10	5	5	Cover, higher ground, wobbly
Barrel (full)	3 ft.	12	5	5	10	Cover, higher ground
TABLE						
Small	3 ft.	12	10	5	5	Cover, higher ground, wobbly
Large	3 ft.	12	5	5	10	Cover, higher ground
SEATING						
Bar stool	3 ft.	12	10	5	0	Higher ground, wobbly
Bench	2 ft.	8	5	0	5	Higher ground
Chair	2 ft.	8	5	0	0	Higher ground, wobbly

1: This is the DC to leap atop the piece of furniture.

2: While atop a piece of furniture, a character moving or taking damage must make this check or fall prone. A character must only make this check if the DC is 10 or more. Furniture covered with bottles, plates and so on is severely obstructed (DC +5) while wet furniture is slippery (DC +2).

3: This is the DC to climb onto the piece of furniture.

4: This is the DC required to flip over the piece of furniture.

IMPROVISED WEAPONS

Objects not designed to deal damage can still be used in combat. Any creature can use an improvised weapon, but is considered non-proficient and takes a -4 penalty on attack rolls. Refer to the table below for individual improvised weapon's statistics and extrapolate other weapons using the presented statistics as guidelines. Some feats enable characters to effectively use improvised weapons:

Catch Off-Guard: You do not suffer any penalties for using an improvised melee weapon. Unarmed opponents are flat-footed against attacks you make with an improvised weapon.

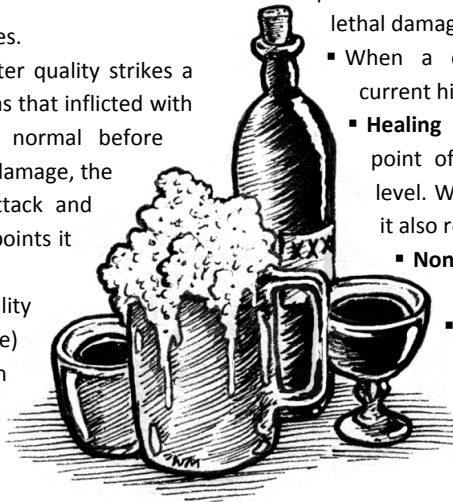
Throw Anything: You do not suffer any penalties for using an improvised ranged weapon and you gain a +1 circumstance bonus on attack rolls with thrown splash weapons.

WEAPON QUALITIES

The weapons below have several new qualities.

Shatter: When a weapon with the shatter quality strikes a target it takes the same amount of damage as that inflicted with the successful strike. Apply hardness as normal before deducting the damage. Once it has suffered damage, the weapon gains the broken condition (-2 attack and damage). If the weapon is reduced to 0 hit points it breaks.

Slick: A weapon with the slick quality contains liquid (normally ale, water or wine) and can be thrown as an improvised splash weapon.



- **Light Weapons:** All creatures and objects within 5 ft. are splashed with the liquid.
- **Barrels:** The liquid in a burst barrel soaks all creatures and objects within a 10 ft. radius.

This has two effects:

- **Acrobatics Checks:** The DC of Acrobatics checks in the affected squares increases by 2.
- **Grappling:** Characters struck by the liquid gain a +2 bonus to grapple checks made to escape a grapple and all Escape Artist checks.

NONLETHAL DAMAGE

Keep a running total of the nonlethal damage each character suffers during the brawl; do not deduct such damage from the character's current hit points.

- When a character's nonlethal damage equals its current hit points it is staggered. All subsequent nonlethal damage is lethal damage.
 - When a character's nonlethal damage exceeds its current hit points it falls unconscious.
 - **Healing Nonlethal Damage:** A character heals 1 hit point of nonlethal damage per hour per character level. When a spell or ability cures hit point damage, it also removes a like amount of nonlethal damage.
 - **Nonlethal Weapons:** Saps, unarmed strikes and whips deal nonlethal damage.
 - **Dealing Nonlethal Damage with Other Weapons:** A character can use a weapon designed to deal lethal damage to deal nonlethal damage, but suffers a -4 penalty on attack rolls.

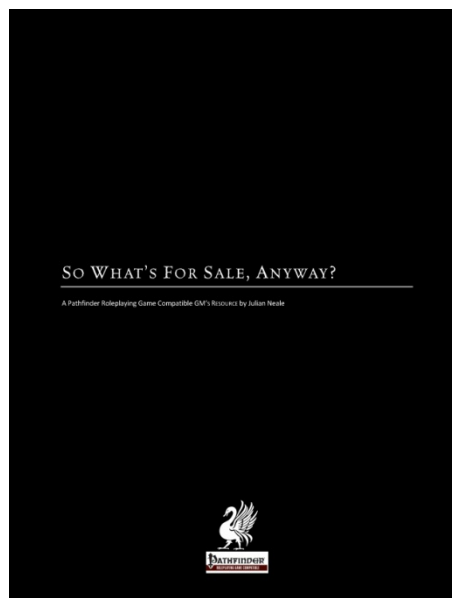
IMPROVISED WEAPON	DMG (S)	DMG (M)	CRITICAL	RANGE	WEIGHT	TYPE	SPECIAL
LIGHT MELEE WEAPONS							
Flagon/Tankard	1d2	1d3	x2	10 ft.	1 lb.	B	Nonlethal, shatter (hardness 1, hp 2), slick
Pitcher (clay)	1d4	1d6	x2	10 ft.	1 lb.	S	Nonlethal, shatter (hardness 1, hp 2), slick
Wine Bottle	1d3	1d4	x2	10 ft.	1 lb.	P or S	Shatter (hardness 1, hp 1), slick
Wineskin	1d2	1d3	x2	10 ft.	4 lbs.	B	Nonlethal, slick
ONE-HANDED							
Tray	1d3	1d4	x2	10 ft.		B	Nonlethal, Shatter (hardness 5, hp 2)
Barrel hammer	1d3	1d4	x2	20 ft.	2 lbs.	B	
TWO-HANDED							
Bar stool	1d4	1d6	x2	10 ft.	3 lbs.	B	Nonlethal, shatter (hardness 5, hp 2)
Bench	1d8	2d6	X2		15 lbs.	B	Nonlethal, reach, shatter (hardness 5, hp 5)
Chair	1d4	1d6	x2	10 ft.	6 lbs.	B	Nonlethal, Shatter (hardness 5, hp 5)
Small table	1d6	1d8	x2		20 lbs.	B	Nonlethal, Shatter (hardness 5, hp 5)
RANGED WEAPONS							
Barrel (empty)	1d6	1d8	x2	10 ft.	30 lbs.	B	Nonlethal, Shatter (hardness 5, hp 5)
Barrel (full)	1d8	1d10	x2	10 ft.	60 lbs.	B	Nonlethal, Shatter (hardness 5, hp 5)

SO WHAT'S FOR SALE, ANYWAY?

Your PCs have finally emerged from the dungeon laden with loot prised from the clutches of their slain foes. Heroically returning to civilisation, they divide up the choicest items, sell the dross and other unwanted treasures and gleefully count their share.

Then, they ask "So what's for sale in this town, anyway?" At that point, likely or not, the game grinds to a halt as the GM frantically generates what items are available for purchase or he simply says "anything up to the gp cap." (After all, most GMs have better things to do with their prep time than generate what the PCs might want to buy on the off chance they return to town after a successful foray).

So What's For Sale, Anyway? banishes these problems by providing over 150 pre-generated, ready-to-use lists for the busy GM to immediately use in his campaign.



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Barroom brawls are one of the quintessential events that occur in taverns, inns and pubs of a certain quality. Alcohol mixed liberally with folk used to solving problems with violence is an explosive combination. The great thing about barroom brawls, though, is that although people get hurt, it's rare that anyone dies. This means the players can let their hair down and try some crazy stuff they'd never try in a "proper" battle. And yet, brawls feature in comparatively few adventures these days. Complicated to run, requiring an understanding of little-used rules such as nonlethal damage and improvised weapons, they can be a GM's worst nightmare!

Barroom Brawls provides the tools to quickly and easily run an exciting, flavoursome brawl. Including useful handouts for the players as well as extensive notes for the GM, *Barroom Brawls* is the perfect excuse to put away your longsword and belt someone over the head with a chair!

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