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BARROOM BRAWLS



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BARROOM 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 problems with violence is an explosive combination. The great thing about barroom brawls, though, is that although people get hurt, it's rare anyone dies. This means adventurers 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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RUNNING A BARROOM BRAWL

Barroom brawls are not like normal combats. After all, the chances of anyone getting killed in a barroom brawl are pretty slim; instead a brawl is a chance for the characters to relax and have a fun, low-consequence fight that “doesn’t really matter” in the grand scheme of the campaign.

WHY RUN A BARROOM BRAWL?

Brawls can serve several purposes:

- **Change of Pace:** The great thing about barroom brawls is that although people get hurt, they rarely die. This means the players can try all manner of hair-raising, insane tactics without having to worry about their characters’ imminent demise. Brawls are a great way for the players to blow off steam after a successful (or disastrous) adventure.
- **Different Type of Challenge:** Barroom brawls provide different challenges to a normal dungeon delve. Participants often utilise lots of lesser known rules (such as unarmed combat, dynamic skill-base movement, improvised weapons and so on). Brawls are also a sneaky way of introducing the characters to lesser known (or house) rules they might need in the near future.
- **Introduce an NPC:** Brawls are a great opportunity to introduce NPCs to the party. If the characters save someone from a serious beating they could make a friend for life who may be able to help them in the future. However, characters can just as easily make an enemy during a brawl. Such an enemy is different to their normal adversaries. Instead of just trying to kill the heroes, they could make the characters’ lives a misery in town—rubbishing their reputation, stymieing their information gathering and so on. Perhaps the party even brawl with another group of adventurers and from this innocuous beginning a (deadly or friendly) rivalry grows.
- **Start An Adventure:** A brawl is a much better start to an adventure than a mysterious stranger approaching the party with an offer of employment. Brawls are excellent cover for theft, kidnap, assassination and more. A prospective employer could even deliberately start a brawl to judge the adventurers’ capabilities. Characters in trouble with the authorities after a brawl also have an extra incentive to either get out of town quickly or do a “favour” for the aforementioned authorities.

The reasons to run a brawl are not mutually exclusive—a brawl can serve several purposes at the same time, and not all of them may be immediately apparent to the characters.

HANDOUTS

Print pages 6 and 7 and provide a copy for each player; doing so will reduce confusion and speed up play.

ANATOMY OF A BARROOM BRAWL

A barroom brawl comprises several distinct phases:

- **Brawl Trigger:** Every brawl has a trigger such as an argument, spilt drink or drunken rivalry that heralds the start of a good punch-up. Brawls can also be started deliberately, as cover for assassination, theft or other nefarious activity. Brawls just don’t start for no reason—although it might seem that way to those not paying attention to the other folk in the taproom. Use the Brawl Trigger table, to determine why the brawl starts.
- **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 drunk and liable to try bizarre tactics. Use the Brawl Events table to add flavour to the fight. Determine what strange event happens in any given round and describe it to the characters at the appropriate point. Not only do these events give flavour to the brawl, many also provide characters with hints and clues about how they can interact with the taproom’s environment and other brawlers.
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 brawlers’ headaches have faded. A brawl is a great way to let off steam, but does the fight have consequences for the party? You can decide these consequences based on the characters’ actions or roll on the Brawl Aftermath table. When using this table remember many of the brawlers are not used to battle (even nonlethal battle) and so their perception of events may not sync with the characters’ recollections (or, indeed, reality). Thus, the characters 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. Boredom will stalk the table.

Rather, describe the brawl’s general flow using the Brawl Event table to highlight notable events every round. Improvise other events as appropriate and remember the “fates” of brawlers who are not fighting—or known to—the party are probably irrelevant to the flow of the brawl and its aftermath.

LETHAL VS. NONLETHAL DAMAGE

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

BRAWL TRIGGERS

Many events can trigger a brawl: a gambler is caught cheating, two men argue over a woman, someone spills a drunk's pint or simmering animosity suddenly boils over into violence.

Choose a brawl trigger or roll on the table below:

D%	BRAWL TRIGGER
01-05	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.
06-15	A drunk staggers into a table knocking the drinks on it flying. Those at the table attack the drunk, furious at his clumsiness, and the drunk's friends leap to his aid...
16-20	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 character) is marked for assassination. While the fight distracts witnesses, the assassin strikes.
21-25	A pickpocket fails spectacularly to lift a purse. The owner notices and tries to grab the thief. The thief twists out of the man's hands but falls into a nearby table, smashing it and spilling all the drinks on it.
26-30	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.
31-35	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.
36-40	A server weaves through the taproom with a full tray of drinks. However, when she sets it down, two groups of drinkers claim the drinks are for them. Both groups are drunk and the ensuing argument turns violent.
41-45	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 over. Several regulars take exception to this and move to punish the drunk. Others intervene; an epic brawl breaks out.
46-50	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.
51-55	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.
56-60	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 before pushing him away. As the beggar falls to the floor, several patrons move to help him and remonstrate with his attacker. Unsurprisingly, the attacker does not take kindly to their opinions and an argument develops. Eventually, it leads to violence. After the brawl, there is no sign of the beggar.
61-65	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.
66-70	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.
71-75	A man weaves through the room, carrying two handfuls of drinks. He trips and the drinks go flying. Quickly to his feet, he accuses a nearby customer of deliberately tripping him. Meanwhile, the three drinkers he has just drenched in beer decide to teach him a lesson.
76-80	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, the insults become more demeaning as the alcohol flows. Eventually, a fight breaks out between the two groups; innocent bystanders get dragged into the melee.
81-85	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.
86-90	A customer drinking 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 get involved.
91-95	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 argue over a man).
96-100	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. Other events are completely unexpected:—tables collapse, kegs of beer spring leaks and chandeliers fall. In the most deadly brawls, fires accidentally start that if left unchecked could destroy the tavern.

Every round of a brawl, roll on the table below to determine which notable event occurs.

D%	BRAWL EVENT
0-10	No event of note.
11-20	The innkeeper calls loudly for the watch, and is widely ignored by the brawlers.
21-23	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.
24-26	A brawler kicks over a bench, chair or table. The next person who isn't a character, to move through the square automatically trips over it and falls prone.
27-29	A brawler tries to punch a target, misses and smashes a beer keg. Beer gushes out, creating a 15 ft. cone of slick floor. The innkeeper wails at this unfortunate event.
30-32	A random brawler hurls a flagon or chair at a character.
33-35	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, to avoid getting arrested.
36-38	A drunk 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.
39-41	Someone shouts that the watch is coming. At that, many of the brawlers make a break for the nearest exit. The areas around the tavern's front and back doors get congested as patrons fight each other to get away.
42-44	One brawler throws another 1d2 x 5 ft. onto a chair or table. The piece of furniture collapses and the thrown brawler lands prone.
45-47	Somehow, a bottle of 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 flame.
48-50	The innkeeper (or other staff member) gets attacked by a brawler. The innkeeper shouts for help; if a character assists, they gets free board and lodgings for one week.
51-53	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, unless a character intervenes.

54-56	Desperate to escape the violence, a patron dives under a table and screams for help. The man is well-dressed, terrified and gives rescuer a reward of 2 gp.
57-59	Skirting the melee, a patron moves from table to table stealing coins, downing drinks and so on. After three rounds, he is spotted and attacked by irate patrons.
61-62	A large man picks up a bench and belts nearby targets with it. Once he has knocked unconscious a few other brawlers, the rest avoid him and he goes in search of new targets. He settles on the nearest character.
63-65	A female patron jumps onto the back of a brawler and starts hitting him over the head with a flagon full of ale. It smashes, blinding him for one round. In the next round, he throws her to the floor.
66-68	A table collapses dumping the patron on it onto the floor. The patron falls prone amid the table's splintered remains. Another brawler prompts trips over the first.
69-71	A patron dives behind the bar and grabs several bottles of brandy or other expensive spirit. On the next round, she makes a break for the door, clutching her prizes.
72-74	The fight spills out into the street as several brawlers fall through the tavern's door.
75-77	A brawler is thrown through a window or door into the street. Three rounds later, the watch arrives.
78-80	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.
81-83	A patron lies slumped over a table. Underneath the table, his dog barks ferociously and tries to bite anyone entering an adjacent square.
84-86	A brawler staggers out of the melee, blood dripping from a nasty scalp wound (caused by a broken bottle). He screams in pain and flails about.
87-89	A brawler stands over an unconscious foe. The two are hated enemies; the brawler gives his victim a good kicking. If no one intervenes, he kills his enemy.
90-92	A brawler takes this opportunity to knife an enemy. He draws a dagger and tries to stab him in the back.
93-95	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.
96-98	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. Characters in the fire suffer 1d6 fire damage and catch on fire.
99-100	Something truly bizarre happens; for example, the floor collapses, chickens escape from the kitchen, a table falls through the floor into the cellar, a barrel rolls through the bar spraying ale everywhere 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 characters. (Of course, a tavern brawl can also be an isolated incident and have no lasting impact on the characters.) Tailor the consequences below to suit the flow of your campaign. For example, if you have an adventure ready to run in a distant locale have the characters blamed for the brawl and be forced to flee town. Alternatively, you can use the brawl to introduce an NPC and to set them up as a reoccurring character in your campaign—perhaps they'll one day have a job for the party or be able to render them assistance. Alternatively, they may become an enemy or foil.

Roll on the table below, to determine the brawl's aftermath:

D%	BRAWL AFTERMATH
0-15	No consequence of note.
16-20	The characters are blamed for starting the brawl and the watch searches for them. Unless someone was killed in the brawl, the watch does not search too diligently – after all adventurers are heavily armed and prone to extreme violence; rather the watch hope the party takes the hint and leaves town.
21-25	The taproom is severely damaged, and the tavern shuts for 1d2 weeks for repairs.
26-30	The taproom is so badly damaged the tavern's owner cannot afford the repairs. The tavern shuts and the owner puts it up for sale.
31-35	A brawler develops a grudge against a character. This can manifest itself as nothing more than name-calling and the occasional instigation of other brawls, or it could take a more sinister aspect. The brawler can spy on the character, bad mouth them around town and could even end up working for one of their enemies.
36-40	During the fight, one of the characters loses a minor magical item such as a potion or scroll. They don't discover it is missing until the next day.
41-45	The innkeeper blames the characters 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 characters decline to pay he refuses to serve them or allow them to stay in his establishment. Optionally, other taverns hearing of the characters' reputation also refuse to serve them.
46-50	One of the characters' enemies masterminded the brawl so they 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. Rumours of their participation spread through the town.

51-55	One of the other brawlers—rightly or wrongly—feels one of the characters helped them in the fight. They are grateful and offers some small help in return (perhaps shelter, local information or other minor tasks). Alternatively, they may have contacts in town who can offer greater assistance—access to magic items, esoteric lore or other individuals of influence.
56-60	A member of the opposite sex believes a character saved them during the brawl. The NPC develops a crush on the character and begins to aggressive pursue them. This could be the start of an ongoing problem for the character.
61-65	A NPC of note saw how the characters fought in the brawl and was impressed with their prowess. After the brawl, they offer the party a job—perhaps as bodyguards on a long journey—or offers them a job that leads to the party's next adventure.
66-70	Someone dies during the brawl and the characters are sought for questioning. If 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.
71-75	One of those caught up in the brawl is an off-duty member of the watch. He remembers the characters 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.
76-80	The brawl was a cover for a robbery. A nobleman or merchant in the bar at the time has a precious object stolen and wants it back. He believes the characters innocent of the theft and asks them to help. Asset rich, but cash poor, he offers them the deeds to a small rundown (and monster-infested) distant castle in exchange for the item's return.
81-85	The barkeep believes the characters did all they could to help him during the brawl. He is grateful and gets them round after round of free drinks during their next visit. He becomes a 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. If they do not, he feels aggrieved and the special treatment abruptly ceases.
86-90	The barkeep is so impressed with one of the character's prowess he offers them a job as a doorman. Pay is 2 sp a night and as much cheap ale as they can drink.
91-95	After the brawl the characters find a small item—perhaps a map, key or potion—that will either propel them to their next adventure or be useful on their quest.
96-100	Immediately after the brawl, a characters spots a small belt pouch under a table. The pouch contains 2d10 sp and 14 gp. Of the owner (tragically) there is no sign.

TAPROOM FURNITURE & FEATURES

Use the notes on this page along with the information presented in "Compiled Brawling Tables" to run a barroom brawl.

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

- **Movement:** Unless noted, it costs twice the normal amount of movement to enter a square containing a piece of furniture.
- **Ability Checks:** The table presented in "Furniture & Features" overleaf details the various ability checks a character can use to interact with furniture and the like during a brawl.

Most taprooms have the following furniture and features:

- **Bar:** A bar is 4 ft. high and 2 ft. wide. A character cannot move through a square containing a bar unless they leap atop or climb 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 an improvised weapon with the slick (burst) quality.
- **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 people comfortably, and can be used by two brawlers as an improved weapon. Characters can hide under tables.

FURNITURE TRAITS

More so than during almost any other kind of battle, the "terrain" changes during a brawl: tables are flipped over, spilled ale creates dangerously slippery areas and so on. Each type furniture has characteristics a canny brawler can use to their advantage:

- **Cover:** The furniture provides 50% cover (+4 AC).
- **Cover (Improved):** The furniture provides improved cover (+7 AC) to Small or smaller characters or to prone Large or Medium characters.
- **Flip Over:** A character can flip over this piece of furniture by rolling equal or under their Strength check with the requisite number of dice, as noted on the table overleaf. Add 1d6 to this roll for each character atop the piece of furniture. A character on a piece of flipped furniture must roll equal or under their Dexterity on 3d6:
 - **Success:** The character lands on their feet in a square of their choice adjacent to the piece of furniture.
 - **Failure:** The character lands prone in a square of their opponent's choice adjacent to the piece of furniture.
- **Higher Ground:** Characters atop this piece of furniture gain the benefits of higher ground (+1 "to hit" for melee attacks) against targets lower than themselves.

- **Wobbly:** Most furniture is not designed to be stood on. Characters atop a piece of wobbly furniture must roll equal or under their Dexterity score on 3d6 every round in which they move, and when they take damage, or fall off.

IMPROVISED WEAPONS

Few brawlers use actual weapons, rather utilising whatever comes to hand: kegs, bottles, chairs and even benches. Any creature can use an improvised weapon, but is considered non-proficient and suffers the normal penalty for their class on "to hit" rolls. Refer to "Compiled Brawling Tables" for improvised weapon's statistics; extrapolate other weapons, using the material therein as a guide.

Improvised weapons may have one or more new qualities:

- **Shatter:** When a weapon with the shatter quality strikes a target it takes the same damage as that inflicted. Once it has suffered damage, the weapon is broken (-2 "to hit"). 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. A light weapon splashes creatures and objects in the same square with liquid. A burst barrel soaks all creatures and objects within a 10 ft. radius.

SOBRIETY

Randomly determine how drunk an NPC is, using the table below:

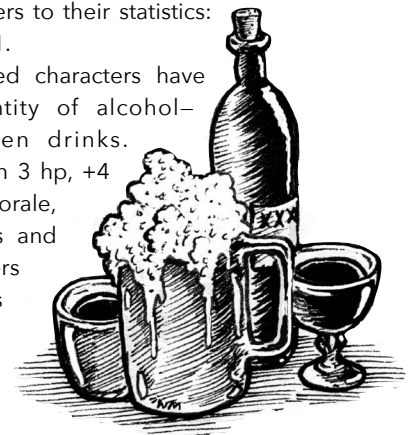
D20	CONDITION	D20	CONDITION
01-04	Sober	13-18	Drunk
05-12	Tipsy	19-20	Hammered

Sober: A sober character has drunk either nothing or only a single alcoholic drink. The character's statistics suffer no modifiers.

Tipsy: Tipsy characters have drunk up to five alcoholic drinks. Tipsy characters gain +1 on bravery, +5% on morale and have the following modifiers to their statistics: Int -1, Wis -1.

Drunk: These characters are drunk and have consumed up to ten alcoholic drinks. Drunk characters gain 1 hp, +2 on bravery, +10% on morale, suffer -1 on "to hit" rolls and have the following modifiers to their statistics: Int -3, Wis -4, Dex -2, Cha -1.

Hammered: Hammered characters have consumed a vast quantity of alcohol—normally more than ten drinks. Hammered characters gain 3 hp, +4 on bravery, +15% on morale, suffer -5 on "to hit" rolls and have the following modifiers to their statistics: Int -6, Wis -7, Dex -5, Cha -4.



COMPILED BRAWLING TABLES

BRAWLER'S LEVELS OF SOBRIETY

d20	CONDITION	BRAVERY	MORALE	HP	TO HIT	INT	WIS	DEX	CHA
01-04	Sober								
05-12	Tipsy	+1	+5%			-1	-1		
13-18	Drunk	+2	+10%	+1	-1	-3	-4	-2	-1
19-20	Hammered	+4	+15%	+3	-5	-6	-7	-5	-4

FURNITURE & FEATURES

FURNITURE	HEIGHT	LEAP ATOP (DEXTERITY)	BALANCE ATOP (DEXTERITY)¹	FLIP OVER (STRENGTH)	SPECIAL
Bar	4 ft.	4d6	3d6	–	Cover, cover (improved), higher ground
Barrel, empty	3 ft.	3d6	4d6	2d6	Cover, higher ground, wobbly
Barrel, full	3 ft.	3d6	3d6	4d6	Cover, higher ground
Bench	2 ft.	2d6	2d6	4d6	Higher ground
Chair	2 ft.	2d6	3d6	2d6	Higher ground, wobbly
Stool	4 ft.	4d6	4d6	1d6	Higher ground, wobbly
Table, large	3 ft.	3d6	2d6	3d6	Cover, higher ground
Table, small	3 ft.	3d6	3d6	2d6	Cover, higher ground, wobbly

1. While atop a piece of furniture, a character moving or taking damage must make this check or fall prone. Furniture covered with bottles, plates and so on is severely obstructed (+2d6) while wet furniture is slippery (+1d6).

IMPROVISED WEAPONS

WEAPON	NONLETHAL DMG (S)	NONLETHAL DMG (M)	RANGE	WEIGHT	TYPE	SPECIAL
LIGHT MELEE						
Flagon/tankard	1d2	1d3	10 ft.	1 lb.	B	Shatter (hp 4), slick (5 ft.)
Pitcher (clay)	1d4	1d6	10 ft.	1 lb.	S	Shatter (hp 4), slick (5 ft.)
Wine bottle	1d3	1d4	10 ft.	1 lb.	P or S	Lethal, shatter (hp 3), slick (5 ft.)
Wineskin	1d2	1d3	10 ft.	4 lbs.	B	Slick (5 ft.)
ONE-HANDED						
Tray	1d3	1d4	10 ft.	1 lb.	B	
Barrel hammer	1d3	1d4	20 ft.	2 lbs.	B	Lethal
TWO-HANDED						
Bar stool	1d4	1d6	10 ft.	3 lbs.	B	Shatter (hp 10)
Bench	1d8	2d6		15 lbs.	B	Reach, Shatter (hp 10)
Chair	1d4	1d6	10 ft.	6 lbs.	B	Shatter (hp 10)
Small table	1d6	1d8		20 lbs.	B	Shatter (hp 10)
RANGED						
Barrel, empty	1d6	1d8	10 ft.	30 lbs.	B	Shatter (hp 10)
Barrel, full	1d8	1d10	5 ft.	60 lbs.	B	Shatter (hp 10), slick (10 ft.)

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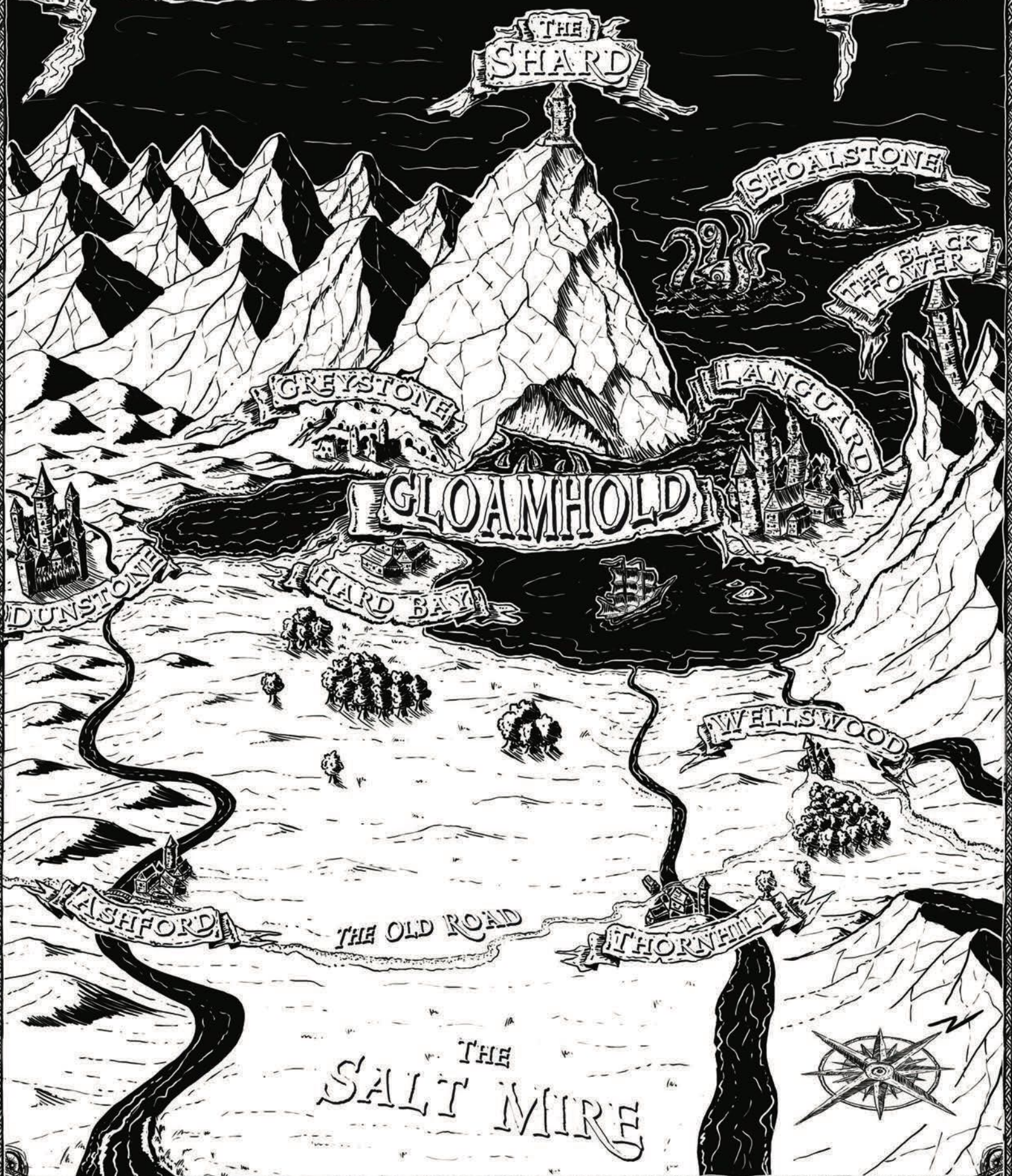
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