



Running a Classic D&D Tavern Brawl - A Different Perspective

Full video link: <https://youtu.be/p5QFMp5FlsE>

How do you run a brawl/punch up or a non-lethal combat encounter without having to ignore damage?

I am getting my inspiration for this video from the Brancalonia book and adding in some of my own thoughts as we go.

- The first idea is that your character can only take 6 hits before falling unconscious.
 - OR number of hits = con mod. Fighters can stay in the thick of it longer than folks with low constitutions.
 - Each hit reduces AC by 1 – to represent the slowly increasing fatigue of combat.
 - Brawling is unique – it is not traditional combat and characters are not considered to be ‘in combat’.
 - You cycle through NPCs – this means the ‘mob’ can take 6 hits. 1 mob per PC.
- Proficiency + Strength Modifier – there is no training for this kind of chaos and no fancy moves as all attacks are attacks of opportunity rather than calculated combat
- Always inform your PCs – before the game starts, at session zero, tell them that you will be using this system.
- Props = damage. Using props from the scene make it cool, and deal an extra 1 hit, however take 1 round to prep.
- Guards should respond – but slowly and cautiously.
- Keep the pace up – arrest and prison will slow the game down and possibly cause complications that you don’t need.
- Magic is illegal. Although the effects are slight, it is still a violation of the ‘Brawlers code’ and is the same as drawing a weapon.



- Criminal behaviour – the moment a weapon is drawn or a spell thrown, it is now combat which is illegal in most civilisations.
- Why roll? If there is no chance of failure or impact on the PCs, then NEVER roll. It just slows the game down.

Notes:

