

The Knuckle Bone Pit

Player Sheet

Universal Brawling Rules

1. An entry fee of one gold per contender is required to enter the competition.
2. No killing blows during the tournament - only aim to knock unconscious.
3. Magical items are prohibited and will be confiscated until after the match.
4. Use of poison is prohibited and results in immediate loss of the tier.
5. One Basic Healing Potion for each contender is supplied between stages.
6. Each tier is won by knocking the opposing side unconscious.
7. Tip the bartender.

Pit Weapons Table

*all items act as Improvised Weapons unless stated otherwise, and items are taken and replaced after each tier

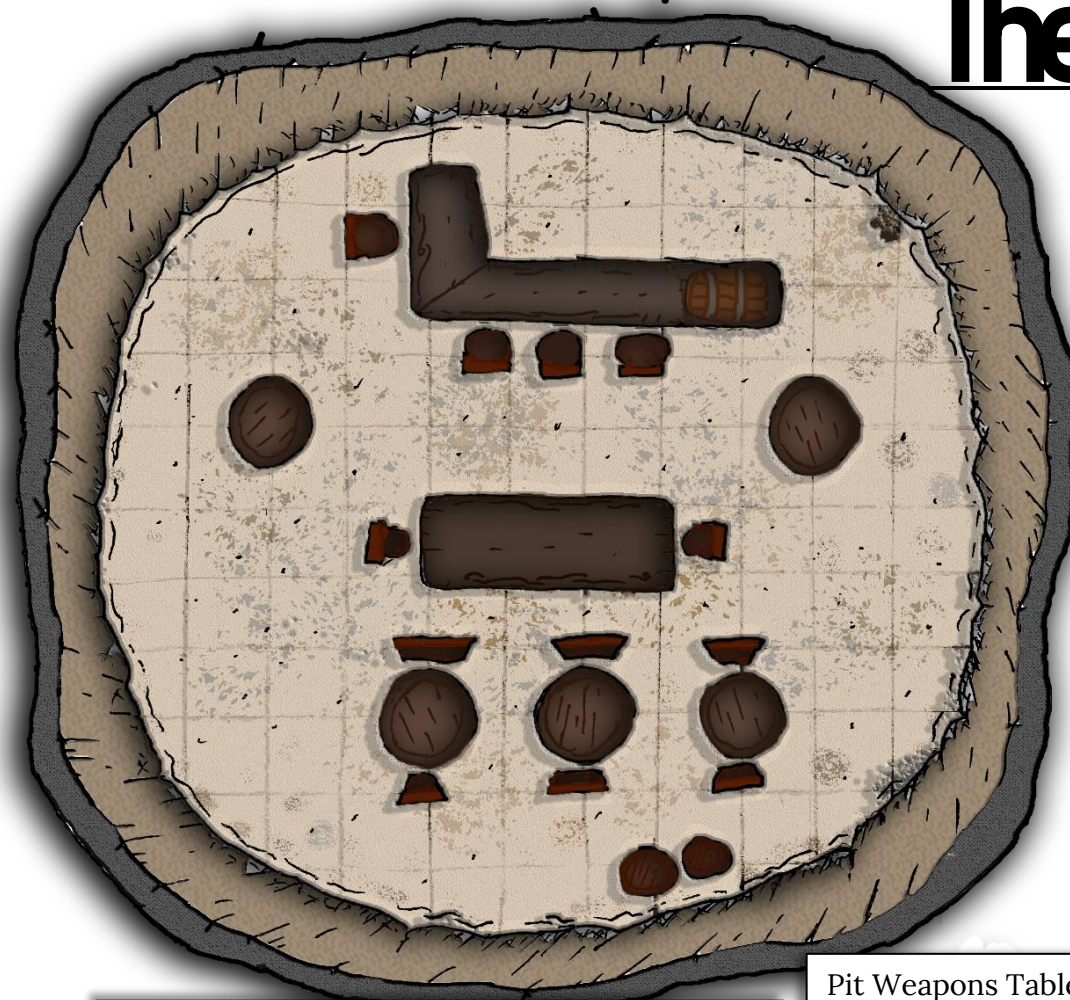
d10	Items	d10	Items
1	Chair Leg. 50% on hit to break.	6	Split Handaxe. Handaxe. 1d6 slashing damage. Light. Thrown (range 20/60). 25% on hit to break.
2	Nuts and Nails Use a bonus action to toss nails in a 5-foot cube, making the ground become difficult terrain.	7	Rusty Knife. Dagger. 1d4 piercing damage. Finesse. Light. Thrown (range 20/60). 25% on hit to break.
3	Porcelain Plate. 75% on hit to break.	8	Brew of the Brawn. Use a bonus action to drink the brew. The affected creature deals +1d4 damage output until the end of its next turn.
4	Empty Stein. 25% on hit to break.	9	Oaken Greatclub. Greatclub. 1d8 bludgeoning damage. Two-handed.
5	Pouch of Sand. Use a bonus action to target one creature within 10 feet. It must make a DC 12 Constitution Saving Throw or be blinded until the end of its next turn. This is a one-time use.	10	Firewater Fiddle. Use a bonus action to inspire an ally with a d6 Bardic Inspiration die. Within 10 minutes, that ally can add a d6 to one attack roll, ability check, or saving throw it makes. A creature can only have one Bardic Inspiration die at a time. The Fiddle has 3 charges.

Special Player Bonus Actions

- Search tables/bars/barrels for a usable weapon. Roll once on the Pit Weapons Table to pick up an item.
- Attempt to charm the audience on your side of the brawl. Make a DC 15 Charisma check to reverse the arena action and redirect the Arena Action to the opposing brawlers for one round.
- Flip a table over for half-cover to anyone behind it.

Arena Action.

After each round at 0 initiative, each player must make a DC 10 Dexterity Saving Throw. On a failed save, the player takes 1d4 +1 bludgeon damage from thrown steins from the audience.



Initiative Count

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0. Arena Action