

One of the things they should investigate before the night is over is a particularly violent fight in a tavern. The players will hear the sound of angry shouting, breaking glass, wood splintering, and the ring of steel. When they arrive on the scene you can read the following aloud:

As you arrive at the scene of chaos, you quickly survey the surroundings and take in the situation. The first thing you notice immediately is two men hacking at each other with cutlasses, and one man is bleeding from a wound on his arm, staining his shirt with a growing blotch of crimson. The gathered crowd has given the combatants a wide berth, and the Tavern Keeper is shouting for them to stop as one combatant throws a wooden stool at the other. The Tavern Keeper sees you and implores you to intercede.

Crowd (Detachment, refer to Cairn ruleset)

HP: 4

STR: 7 DEX: 9 WIL: 13

- Unarmed (1d4, 1d12 blast if enhanced)
- Crowd will disperse and run if they take critical damage

Rodolf (Combatant #2, Wounded)

HP: 0/6 Armor: 0

STR: 7/9 DEX: 11 WIL: 13

- Cutlass (1d8)
- Loaded Dice Set
- Coin purse containing 3d20 Gold

Narin (Combatant #1)

HP: 6 Armor: 0

STR: 11 DEX: 12 WIL: 9

- Cutlass (1d8)
- Pulley
- Empty coin purse



The players should try to break up the fight to prevent any more bloodshed or property damage, but may have to defend themselves depending on how the scenario develops.

- Neither combatant will drop their weapon while the other still holds theirs.
- They **won't attack a Player unless a Player attacks them.**
- **If a Player attacks one of the combatants with a weapon** (attempts to grapple or restrain are fine), other people in **the crowd may get involved.**
- Should the crowd get involved they are considered a Detachment, and **if a player takes critical damage, the Tavern Keeper will step in and persuade the Crowd to disperse** (reasoning that if they kill any guards they'll all be hanged when word gets out).
- If the crowd gets involved, the combatants will both flee.