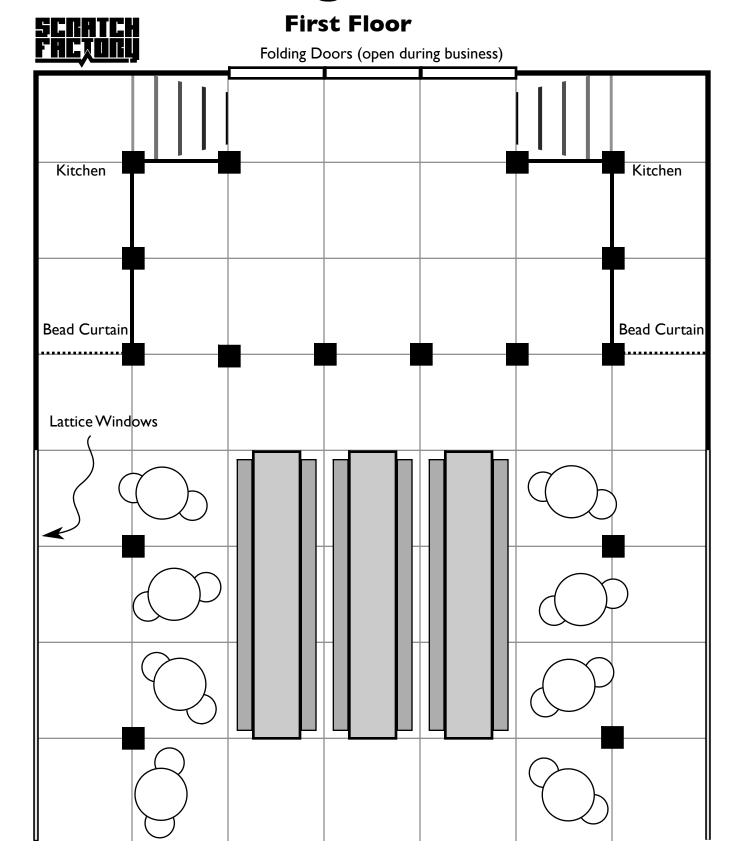
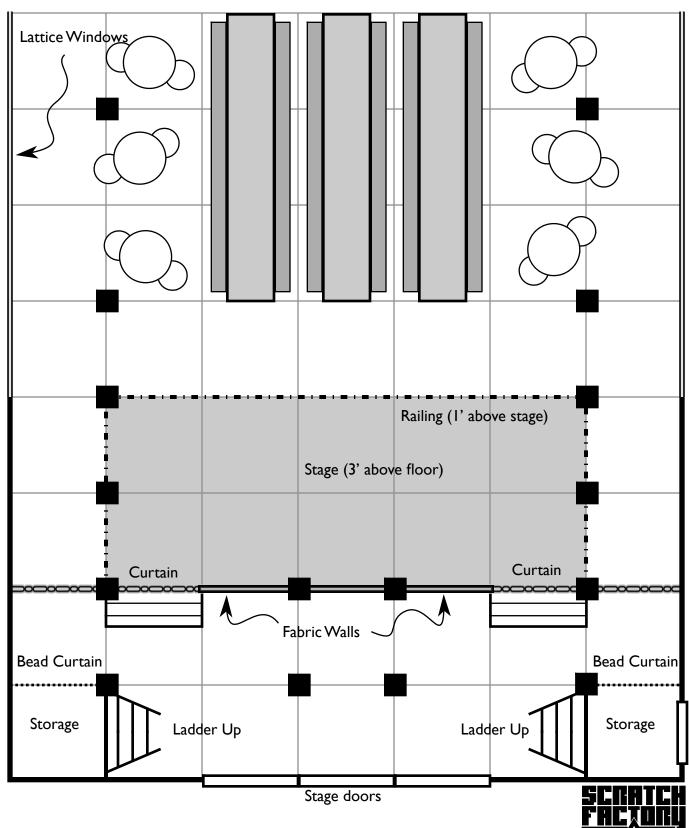
# The Zheng Yi Theatre





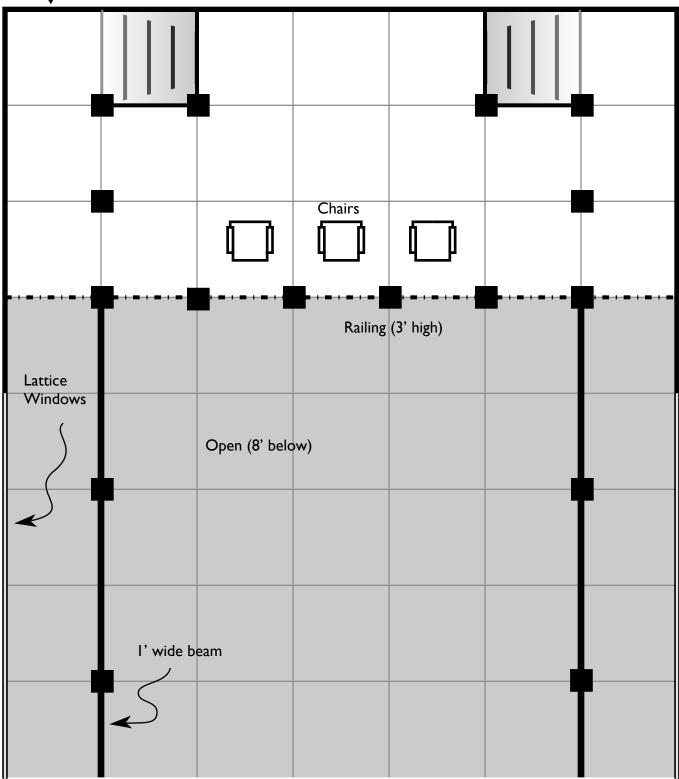
The Zheng Yi Theatre

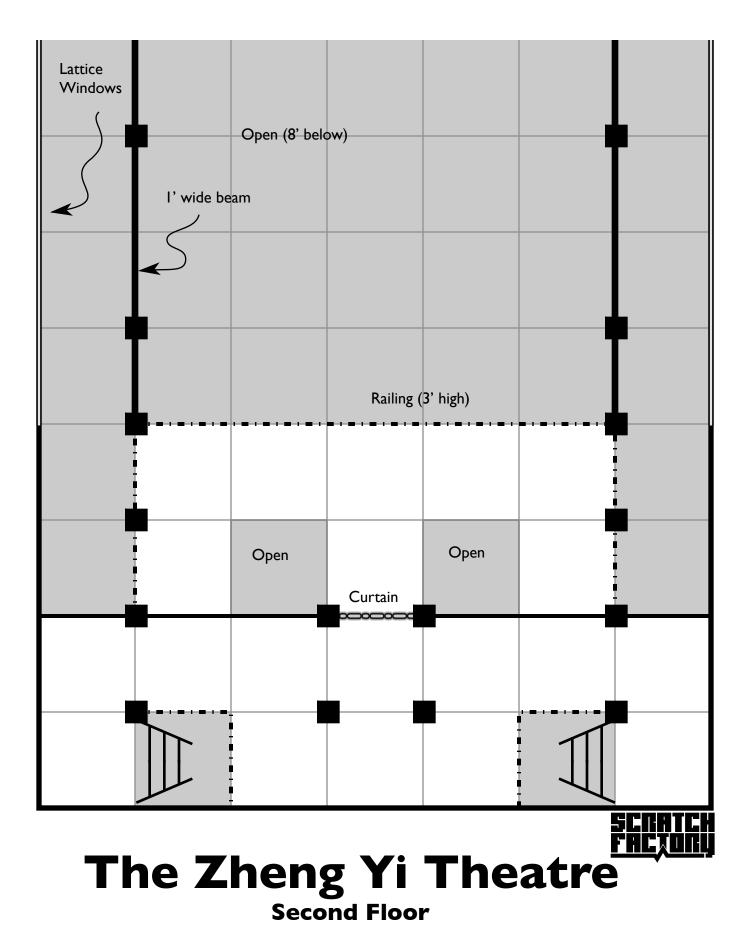
**First Floor** 

## The Zheng Yi Theatre

FREXORY

**Second Floor** 





### The Zheng Yi Theatre

### The Rule of the Theatre

The rule of the theatre is: there is always a fight at the theatre. Theatres are much like teahouses that way. You can use the same rules for the Green Lotus Teahouse for most of the furniture and items in the theatre. The theatre doesn't have a stove to kick over, nor are there any large tables. There are, however, plenty of long tables and benches.

- A bench is a Gargantuan weapon that is treated as exotic and deals 3d6 damage. It adds a +6 to bull rush attempts. A long table allows multple characters to combine on a single bull rush attempt, each pushing on a portion of the table. Each character must be able to fit their facing along one side of the table (thus, all the characters combined must have a facing of no more than 15 feet). One character makes the Strength check for the bull rush, while the other two attempt to make Aid Another Strength checks. A long table also allows multiple characters to be targetted by a single bull rush attempt. A character is targetted if their entire facing is encompassed by the table's length. Each character targetted makes their own Strength or Dexterity check to oppose the bull rush; if any succeed, the bull rush attempt fails against all targetted characters. A bench has a hardness of 5 and 8 hit points.
- A long table is a Colossal weapon that is treated as exotic and deals 6d6 damage. It addes a
  +8 to bull rush attempts, and allows multiple characters to combine or be targetted just as a
  bench does.

3' railings can either be jumped with a DC 24 Jump check (12 with a twenty-foot run), or simply plowed through with a DC 12 Strength check (causing 1d3 damage to the plower). Bull rushes through railings automatically break the railing and deal the damage to the victim of the bull rush.

Fabric walls can be broken through with a DC 10 Strength check.

