

Kingdoms of Kalamar[®]

GREED AND GLORY

A Guidebook to the Brigand and Gladiator



by Lloyd Brown III

GREED AND GLORY: A GUIDE TO THE BRIGAND AND GLADIATOR

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A Brief Guide to the Sovereign Lands

The Kingdoms of Kalamar is a vibrant setting alive with rich cultures, imminent danger and complex intrigue. It is also a world rife with adventure, where fantastic creatures roam the wilderness, evil clerics worship deities hell-bent on destruction, and the dead rise again to spread terror throughout the world. Here, complex political alliances mix with marauding bands of humanoids, and technology and industry come face to face with magic and the fantastic.

Combining the elements of fantasy you've come to enjoy with a strong medieval world based on real geographical, social and political features, this dynamic world remains enjoyable long after the novelty of the "tourist bazaars" wears thin. Whether you dream of exploring the ruins of a lost civilization, warring with barbarian horselords for control of territory, guarding your elven home against the human threat or ridding the desert of undead abominations, the Kingdoms of Kalamar setting provides the where and how, without sacrificing continuity or common sense.

The setting is named after the great Kalamaran Empire, which once covered much of the continent of Tellene. But time weighs heavy upon all, and the empire's reach is not what it once was. Its provinces declare independence, hobgoblin kingdoms thrive and foreign empires expand, while the monsters of the land grow stronger than ever.

Many races of beings populate Tellene, including humans, elves, dwarves, gnomes, halflings, hobgoblins and a variety of monsters. The lands of Tellene are often referred to as the Sovereign Lands, and include the kingdoms of Brandobia, the Kalamaran Empire, the cities and city-states of Reanaaria Bay, the Isle of Svimohzia, the Wild Lands and the Young Kingdoms.

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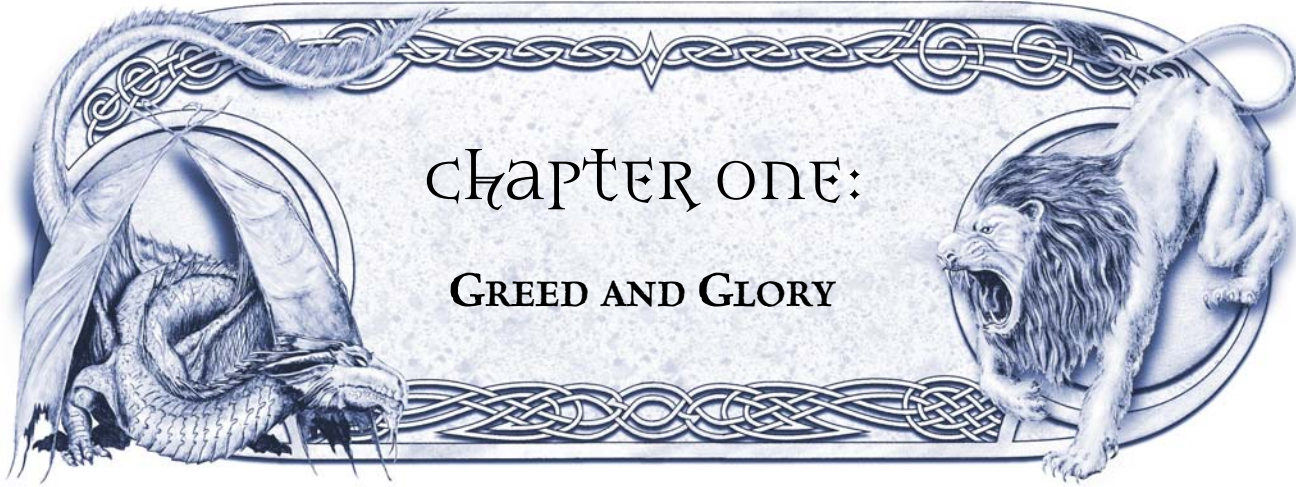
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CHAPTER ONE: GREED AND GLORY



This chapter goes into detail about the brigand and the gladiator, and how they fit into the Kingdoms of Kalamar campaign setting. Although both classes are described as “specialty” classes, that should not make players think “limited use.” While both classes certainly have some particular specialties and talents, their skills and powers can be applied to a greater scope of situations, and this is where those tactics are found. Both the brigand and the gladiator can bring a lot to your gaming table, if given the chance.

THE BRIGAND

In its most simple definition, the brigand is a highwayman. He waylays travelers and attempts to coerce them into handing over their monies. If intimidation fails, he takes the traveler's valuables by force. Typically, the brigand bands together with others of similar character and preys upon the merchants that move the imports and exports from one nation (or town, region, or so on) to another.

When their victims do not come to them, brigands might roam the countryside, attacking lonely farmsteads, isolated shrines, and even small villages.

THE BRIGAND'S MOTIVATION

On the surface, a brigand's motivation is simple. He is in it for the money. Robbing defenseless merchants is an easy way to improve your social standing—at least among other brigands. In truth, it is not always about the money.

Even many brigands think the desire for wealth is why they do it. After all, is that not what they do? They take money. Taking money is the whole point of setting up an ambush and scaring the merchants and their guards into surrendering their wealth. If that is the end result of their actions, surely the consequences must be their intention. Otherwise, what is the point?

WEALTH

Many brigands begin their lifestyle for the money, but they may not stay in it for the money. Wealth is good to have, but it gives them little material benefit. Each member of a band might be a wealthy person, but theirs is a strange economy. A brigand often has a price on his head, so he can hardly venture into a local town to buy anything. The main benefit of his wealth is his prestige within his band of companions.

Often, wealth is a means to an end. A brigand's long-term plans usually include moving elsewhere because of a local bounty on his head. The brigand might want to buy a ship and become a legitimate trader, seek to pay off a large debt, or wish



to gain enough gold for an expensive spell to undo some curse, disease, or other condition (including the death of a loved one).

The lure of gold is a strong one, and many brigands who joined a band choose to stay after reaching their initial goals, always setting greater and loftier goals for themselves. Greedy and avaricious brigands become desperate, hungry for more gold than their marks are willing to concede. Brigands driven solely by a desire for wealth are among the most violent and dangerous.

INDEPENDENCE

Independence is a large benefit. No noble, no church, no guild master tells a brigand what to do. Even the leader of a band of brigands only rules by the will of his followers. The brigand is free to travel as he likes—as long he avoids being caught. He can love who he wants, say what he wants, take what he wants, and do what he wants.

The brigand lives on the land, supplementing his needs by preying on those too weak or too timid to protect their own property. He typically lives in rugged, wild country, country that is considered dangerous by some (the brigand's victims) and beautiful by others (the brigand himself). The brigand has a freedom unmatched by land-bound serfs, nobles locked into their position by birth, and clerics chained to the will of their masters within the church.

Brigands motivated by a desire for independence are usually less violent than those inspired by other needs. They live with their peers in relative comfort, enjoying the benefits of a large plot of land, few neighbors, and answering to no one but their own leaders. These brigands might not even raid very often unless they are low on supplies. They feel no need to add to their wealth or reputation by raiding more often than is necessary to maintain their lifestyle.

FAME

Brigands rely on their reputation to help them achieve their goals. Toward this end, bands of brigands give their group a name. Additionally, brigand leaders or special characters (especially the spellcasters associated with them) might take on dread and terrifying names meant to help intimidate travelers out of their money.

Brigands have a strange measure of themselves. The greater the reward out for them, the greater the prestige they enjoy among their peers. A high bounty indicates that the brigand is gaining notice among the civilized folk, and that their actions are having an impact on the town or kingdom offering the bounty.

Brigands that are too successful begin to have another impact: caravans change routes. When too many caravans are lost or ravaged, merchants look for alternate routes, hoping to avoid the worse danger. Brigands chalk this sort of reaction up to their growing infamy.

The brigand that wants to be feared may be a terrible villain. No act is too vile if it enhances his reputation. Burning villages, robbing poor monks of their bowls, and associating with demonic allies is all fair game. On the other hand, this brigand makes it a point to leave one survivor to tell the tale. Anyone that looks like a bard is safe—unless another bard is nearby.

SENSE OF HONOR

Some brigands disguise their activities as a protest against high taxes, immoral actions taken by the nobility, or personal injustices levied against them. These Robin Hood-style brigands are rare. More often, the “wronged noble” image is either a fanciful justification or an outright lie designed to add an element of the exotic to an otherwise bland bandit.

Falsely honorable brigands engage in their activities for the same reasons as all of the others: wealth, independence or fame. They use their claimed morals to recruit dissidents and possibly patrons. Enemies of the state in which the brigands ply their trade might supply them with weapons, horses or magical potions and scrolls. The brigand's legitimate claim gives him a reputation as a rebel or “freedom fighter.” Merchants and travelers find it easier to surrender their goods to well-intentioned radicals than to murderous thieves.

Crime and Punishment

These crimes and their punishment are summarized from the *Kingdoms of Kalamar campaign setting sourcebook*. This list ranks the punishments in increasing order of severity. Hard labor involves much heavier, more strenuous work than imprisonment, but the convict might not even be incarcerated while serving the sentence. Punishments vary according to specific circumstances, the social status of the offender and the victim, and the whim of the judge.

Offense	Punishment(s)
Banditry.....	Hard labor, imprisonment, mutilation, or death
Bearing Arms without Right.....	Confiscation, light to medium fines, pillory, flogging or imprisonment
Grave Robbing.....	Fines, pillory, flogging, ban or edict, death (only for robbing noble's grave)
Murder.....	Death
Rape.....	Varies greatly by the victim's station
Robbery.....	Hard labor, imprisonment, mutilation
Sedition.....	Hard labor, imprisonment, death
Slavery.....	Heavy fines
Theft.....	Pillory, imprisonment, flogging, mutilation
Trespassing.....	Light fines, pillory, flogging, mutilation

CHANGING MOTIVES

Brigands, like all other people, grow and develop over time. A particular brigand might start out with a sense of honor and then realize just how much money he can accumulate over time. If his honorable goals fail to achieve any success, he might be content to amass enough wealth to move elsewhere and retire to a life of ease. The good brigand who fails to change his world might move to a colony with old-fashioned morals, or at least a neighboring nation where they speak the same language.

THE BRIGAND AND THE LAW

Almost by definition, the brigand routinely breaks several major articles of the King's Code: crimes of banditry, robbery, murder and bearing arms without right (for full details, see the *Kingdoms of Kalamar campaign setting sourcebook*). In addition, the courts routinely charge them with sedition, slavery, theft, trespassing, rape and grave robbing, regardless of any truth in these accusations.

BRIGANDAGE IN CIVILIZED AREAS

Within the boundaries of a recognized nation such as Kalamar or Eldor, brigands are considered to be criminals and enemies of the crown. Once the brigands strike, a warrant is issued for their arrest, and they are subject to arrest on sight by the crown's representatives. The warrant need not include a name. It might describe the crime and situation so the crown's representatives can simply arrest whoever they think might have committed the crime.

Modern concepts such as "innocent until proven guilty," a trial by a jury of peers, and similar rights do not apply on Tellene. More enlightened nations might provide some legal representative, but the representative's real role is to encourage the guilty party to confess; the representative rarely has any personal stake in the situation. The representative might not even confer with the brigand on his "legal defense." Once captured, the brigand is almost always convicted.

Since failing to assist the crown in its prosecution of the brigand's crime is itself a crime (considered civil disobedience), and since brigands cause the common folk so much trouble, the authorities rarely have much trouble finding the regions that have been affected by them and then discovering some initial clues as to the brigands' location.

Pursuit beyond that can be difficult and often involves waiting for the brigands to strike again. The authorities move to the location of this newest site and then search for tracks and geographical clues that might point them toward the brigand lair. Magical divinations are helpful in this search.

Once the authorities locate the band's lair, their action varies by region and by the perceived threat level the brigands pose. They might offer amnesty or reduced sentences for those that wish to surrender. They might try to intimidate the brigands into surrender with threats of death and torture.

If the brigands surrender, the authorities usually follow through with whatever offers they made in order to entice their surrender. The temptation to kill them all might be strong, but they have to consider that future criminals will be less likely to surrender if the authorities fail to keep their word. On the other hand, if they have a bard or rogue with diplomatic skills on their side, the authorities might be able to execute a few without too much loss of confidence.

Bands that choose to fight receive different treatment. An elite squad of officers and men gather together to strike against them. If the band of brigands is large enough to merit it, a company or two of soldiers join the local authorities. Preferably, this force outnumbers the brigands by three to one or more. This punitive strike force is engaged to kill as many brigands as necessary in order to enforce the surrender of the remainder. The conflict at this point is lethal, and negotiations for peace are likely to fail.

Captives are brought to the courts for summary execution. Once the king's army is involved, any lesser crimes are unimportant compared to the treason and rebellion implicit in refusing to surrender. The executions are swift and usually conducted in public to deter others.

The state retains any wealth regained in this manner. Some states—Ahznomahn, Zoa, P'Bapar, and Cosdol, for example—make an attempt to restore some of it to the merchants or villagers that might have lost it. Since an exact track of how much each person lost is nearly impossible to verify, the reimbursement is likely to be in the form of tax relief or in consumable goods like wheat or rice.



BRIGANDAGE IN THE WILDERNESS

Brigands that fall outside of any nation's sovereignty cause special problems. Bands that move between the city-states of the Reanaaria Bay do not fall under the jurisdiction of any given ruler and bring trouble to the merchants that keep that region alive. Brigands shuffle from one fief to another in the kingless land of Zazahni, sometimes being incited to plague a neighbor by receiving a safe haven from an unscrupulous lord. Raiding brigands rove across the Wild Lands striking where they will among the scattered territories.

Nobles whose peasants have been victimized by these brigands might hire bounty hunters to pursue brigands that operate beyond their reach. Merchant houses and good-aligned churches might do the same. Bounty hunters pursue them across all lines, following them wherever they might flee.

In order to encourage civil aid and to solicit bounty hunters, officials sometimes offer a bounty for the capture or death of notorious brigands. Sometimes the announcement of a bounty is enough to deter a brigand. Fearing treason even among his own band, the brigand goes to ground or flees the country.

More often, the bounty appeals to the brigand's ego. He begins behaving more outrageously, in an effort to raise the bounty as high as possible. The brigand might become cocky, leaving a copy of the bounty notice behind when he strikes a target. He shows contempt by riding within sight of the keep or palace of the noble that offered the bounty.

A bounty for a small-time brigand that has not yet killed anyone usually starts at 50 gold pieces. The lowly grunts that make up the rank and file of a brigand band rarely even achieve their own bounty. Instead, the members of a band are identified by the name of the band they associate with, since their own identity is hardly important. A generous lord might offer a bounty of 10 gold pieces for each one returned. Someone claiming a bounty this size needs to return a living person in shape to testify. While the King's Code is harsh, it does allow for some leniency for those who have yet to go too far down a life of crime. And even an unrepentant brigand might still yield information to a *Speak with Dead* spell; this threat convinces many reluctant criminals to concede important information concerning their superiors.

Professional bounty hunters do not usually bother over an amount this small. The claimant in this case might be an angry former member of the band, a confidante, or a spurned lover of one of the band's members. Once captured, the brigand in this case is likely to be beaten, fined and sentenced to imprisonment or a period of slavery of up to three years.

Crimes that can elevate the bounty include multiple smaller incidents, waylaying one of the king's men on the road, injuring or threatening a noble or a favored cleric, or taking over 1,000 gold pieces' worth of loot in a single incidence. At this point, the bounty might climb up to 250 gold pieces and professional bounty hunters begin to perk up and pay attention. Nearby bounty hunters might begin to set up informants and scout out

possible hiding places, but they might not act unless the bounty stays in place for a long time. If the brigand follows the normal pattern, the bounty will continue to rise.

These brigands face far more serious punishment. They are certainly beaten, they might be maimed, and they are imprisoned for up to ten years or enslaved for twice that long. In despotic lands such as Slen, their families are held liable for pecuniary damages.

Particularly villainous brigands that kill their victims, disrupt major trade routes, or burn villages see their bounties rise quickly and to high levels. They quickly reach the levels of 500 gp or more, and the bounty hunters begin to pursue them. In fact, the bounty hunters sometimes hinder each other enough that the brigand is in no great danger from any one of them. Major pranks or offenses against a noble of great rank earn a bounty this high as well.

These major criminals earn only one punishment: death. The form of their execution is the only issue worth discussing. Any trial they receive is likely to be weighted in favor of a guilty sentence.

Causing the death of a noble, kidnapping a noble, or killing a large number of commoners earns a brigand such a high bounty that he is in danger from all of those around him. The bounties by this point allow for the death of the brigand as well, usually for half the stated amount. The brigand is in very real danger of being turned over even by a close friend or long-time companion. The bounty of 2,000 gold pieces or more may be enough to encourage powerful spellcasters to join the fray. *Discern Location* and other powerful spells make life difficult for a brigand.

Top brigands, those whose fame lives on for as long as the peoples they plague, receive bounties beyond any meaning to common folk. The gold coin amounts might go as high as 10,000 gp and the ancillary rewards might include magic, land, titles and honors that far exceed the value of mere metal. In order for a brigand to reach this level of infamy, his name must be connected with a major change in the region he haunts: the fall of a dynasty, the removal of a major church or the total destruction of multiple villages or towns.

For these high-priced bounties, adventure-seekers and bounty hunters from outside of the region travel to find the brigand. The countryside becomes barren of legitimate targets. Any given caravan could be bait for a party of powerful adventurers waiting in ambush. The brigand's days are numbered.

TRIAL AND CONVICTION

The modern criminal trial procedure, where prosecutors parade a long line of evidences in front of a jury, is inappropriate on Tellene. The brigand is not likely to have a professional defense attorney who explains away each item as it arises, making an eloquent verbal argument for the defendant's case. The brigand cannot object to anything said in the trial and might not even have an opportunity to defend himself at all.

The decision might rest in the hands of a judge or a panel of judges rather than a jury.

To summarize the procedure, the state makes a case by persuasion, by reason, or by sham.

If the state makes a case by persuasion, the person making the state's case makes a Perform (oratory) check. The speaker is an expert (or possibly aristocrat) of 5th to 8th level with a Charisma score of at least 14 (for a +2 modifier) and maximum ranks in the appropriate skill. Thus, the speaker makes the check with a +10 to +14 modifier.

If the state presents its case as one of reason, the relevant skill is Knowledge (law). The state may add +2 circumstance modifiers for each major point in their favor: clerical divinations, witness statements, or a confession. Because of the quantity of bonuses that might apply, this strategy is especially condemning.

If the state feels that its evidence is weak and fears the brigand might escape them, it can bluff. Using a combination of demagoguery, threats and rhetoric, the state might make a Bluff check. If the bounty for the brigand is greater than 100 gp, this tactic gains a +2 circumstance bonus. If the community has recently suffered great harm by the brigand (or anything the state is attributing to the suspect), a +2 circumstance bonus applies.

If the brigand does not have the opportunity to defend himself, the DC to convict is 20 (with the state's representative able to take 10 on the check, the danger to the brigand is obvious). If the brigand has a chance to speak, he may oppose the state's check with his own attempt.

If the brigand has a chance to defend himself, he may choose from the same strategies as the state: persuasion, reason or sham. Because people tend to believe that only guilty people are arrested for crimes, the defense always operates with a -4 penalty. The brigand also makes his case while wearing shackles and rags (-2 circumstance penalty for inappropriate equipment). Lastly, his defense might be cut short by the magistrate, imposing a final -2 circumstance penalty.

In civilized lands, the brigand might be able to hire an expert to help his defense. Such an expert may charge 100 gp or more per trial. If an NPC defends the brigand, the NPC may make the check instead of the brigand. The NPC's skill depends on how much the brigand can pay. Higher fees bring in characters with greater skill, experience, and reputation within the local community.

For a fee of 100 gp, the brigand gains the services of an expert who adds +5 to the appropriate check. For each 100 gp, the brigand's expert adds an additional +1, for a maximum of +14 at 1,000 gp. Skills beyond that are normally only available in large cities and demand extraordinary fees.

If the court declares that the brigand is guilty, punishment is carried out soon. The brigand has a few days at most to escape or face justice. The brigand is maimed, imprisoned, executed or whatever in accordance with the court's decision almost immediately.

TRIAL BY COMBAT

Few brigands will want to choose a trial by combat against a veteran champion of the courts. While they might be quite capable of beating the champion in a back-alley brawl (especially if aided by a dozen of their fellows), a one-on-one duel in the open is not the brigand's preferred situation. Trial by combat almost always means conviction and might mean the brigand's death.

The champion is likely to be a fighter and might very well be a gladiator. This type of fighting, in which two combatants fight in public, is the exact scenario in which the gladiator excels. A paladin in the service of The True is another likely champion. The champion is informed of the brigand's race, history and reputation beforehand, making him fully aware of his enemy's capabilities.

Furthermore, the brigand might be diseased or weakened by fights, starvation or fatigue from his imprisonment. A court physician might examine him to make sure he is lucid, but the brigand cannot expect better treatment to improve his condition. He certainly will not receive spells to remove any injuries or diseases.

The combat takes place in a public arena or square. The weapons chosen are the culturally dominant sword or dagger (or possibly axe in the case of a dwarven combat). It might not allow armor. Normally, the winner is the first person to knock his opponent unconscious, but the judge can declare a winner at any time.

Game Mechanics: The court's champion is not usually a full-time position. Instead, the court appoints a champion individually each time the trial by combat is ordered. Thus, the champion changes from occasion to occasion. This system prevents bribes from changing hands ahead of time and allows the courts to seek out a champion good enough to ensure a victory.

Assume that the champion is equal in level to the accused. Any magical items the character possesses will not be allowed in the trial, but he can use masterwork weapons (and armor, if allowed). Alchemical equipment is prohibited. Although the champion does not receive magical aid before or during the battle, an agent of the court heals him afterward or arranges for his healing at the court's expense.

TRIAL BY ORDEAL

In a trial by ordeal, the brigand bears a great burden or pain for a period of time. If he bears the ordeal well, he is considered innocent; the rationale is that the gods have declared this person innocent by virtue of the protection they grant him during the trial.

Typical ordeals include being held underwater, being forced to carry hot coals, or being forced to retrieve an object from a bucket of boiling water. The method of determining guilt of innocence also varies by circumstance. In some cases, the wounds are examined after a period of time to see if they have

healed. In more extreme methods, survival alone guarantees innocence.

Game Mechanics: Regardless of the specific means, the methods of surviving them are similar. Essentially, the court administers torture such as those described in the *Book of Vile Darkness*. The defendant makes a Fortitude save DC 15+ or the court reads the evidence as a guilty verdict. In general, the greater the crime the more severe the ordeal. Characters facing death for the murder of a member of the royal family might have to make a Fortitude save DC 21 or even higher. The use of extraordinary means of healing such as laying on hands or fast healing voids the trial and the court demands another method of determining guilt or innocence.

BRIBERY

The brigand might be able to bribe his way out of prison before any trial takes place. In places dominated by the Courts of Inequity, this option is always allowed. Indeed, the brigand might have arranged for such an event well before his capture by giving the judge gifts taken from his spoils.

Offering a bribe is a delicate, dangerous option. The judge might add another charge to the state's accusations! The judge might even accept the bribe, and then refuse to rule in favor of the brigand. A bribe is not an automatic escape.

The judge might be subject to review by some other authority, such as the noble who appointed him, or a higher court. In this case, the judge must be subtle lest he be caught and face imprisonment himself. Instead of simply clearing the defendant of charges, he might order a trial by combat and arrange for a much lower-level champion. Depending on the circumstances, he might find the brigand guilty and simply reduce the sentence to a fine or a stay in the pillory.

Game Mechanics: The adjudication of bribes is best left in the hands of the DM, with this guideline: each 100 gp the brigand offers gives the brigand a +1 modifier in his argument. Of course, the brigand might need to offer a bribe of up to 500 gp just to be able to speak in the first place.

BRIGANDS AND GEOGRAPHY

While brigands across the Sovereign Lands share many things in common, they are also different. Bands differ according to their motivation, weapons, number and makeup, and the skills of the individuals within the bands. The most marked difference among them is perhaps the region in which they operate.

A band of brigands in the frozen north uses specific techniques that are quite different from those in the humid jungles of the south. The generalities are the same: the brigands scout their targets, set up an ambush and rush in for a quick confrontation. The difference is in the details of how these things work.

FROZEN LANDS

Brigands based in the frigid lands of the north are rare. The trade that sustains them is rarely found there. On the other hand, their targets are often wealthy, heavily encumbered by winter clothing and easy to spot against the snow covered hills and trees.

The brigand camp is usually a single building of stone or ice. Wood is reserved for feeding fires, since one building is easier to heat than a large number of smaller buildings. Animals stay indoors, even if they're capable of surviving the cold because they provide an additional source of heat for the brigands.

Scouting is easy on this type of terrain, because it is easy to see a moving creature (not to mention a long, slow caravan) from miles away on clear days. Scouts tend to be lone mounted riders that report back immediately on seeing a target. Frozen bodies of water allow the scouts mobility that might not be safe for an oxen-drawn wagon weighing two and a half tons.

The brigands ambush their target near any terrain that allows for camouflage. A copse of trees, a snow bank, or a glacier that abuts the road is enough. The classic tactic of immobilizing their target is accomplished by killing the lead draft animal. While this maneuver robs the brigand of a potential prize, the lack of resources available makes it a harsh necessity. The actual slaughter of the beast is easy enough for hidden archers close enough to apply sneak attack damage during a surprise round.

After a caravan stops, one of the brigands makes his demands. It might be a spur-of-the-moment assessment of goods on hand, or it might be a careful culling of valuable goods based on inside knowledge. If the victims meet these demands, the brigands leave them to repair any damage and move on. If not, coordinated fire removes a handful of guards and then the brigands retreat and plan another ambush. Once they indicate that they're willing to trade a day of travel time for the elimination of a fraction of the defenders' lives, most caravan masters accept that eventually no one will be left to defend them.

After they confiscate the goods, brigands must make their escape. If the guards are mounted, brigands might take the mounts or kill them. If the victim is a lone target instead of a caravan, a parting Intimidate check may ensure there will be no pursuit. In any case, a false initial direction leads pursuers on a time-consuming hunt. If the brigands feel pursuit is unavoidable, they might leave an ambush of hidden band members armed with ranged weapons and/or spells.

Pursuers offer no benefit to brigands. They do not bring treasure—only death. Brigands use every lethal method at their disposal to deal with those who chase them.

GAME MECHANICS

Snow on the ground slows movement, costing two squares of movement for each square moved through. Such movement means several things for combat. First, it removes the 5-foot step as a combat option, which makes it harder for a defender in between two brigands to avoid being flanked. The defender,

once so engaged, must use a move action to get out from between them. Such a move provokes attacks of opportunity from each brigand. Also, the flanking bonus to attack and sneak attack damage still apply.

Pursuit is also dangerous. In addition to the slowing effect of the snow, the brigands are likely to lead pursuers over patches of ice (Balance check DC 10 to avoid falling). The agile brigands in their light armor are likely to be able to gain ground against any armored pursuers when passing over this dangerous terrain.

FORESTS AND WOODLANDS

Forests provide brigands with a great number of opportunities and prove dangerous grounds for travelers with goods that others might find valuable. Any trade route that leads through a forested area should assume the terrain to be full of brigands.

The woodland camp is most likely built of wood. It sits among trees but rarely in the trees. If possible, a thick belt of vegetation surrounds it, making it invisible to anything less than a thorough search. Casks of collected rainwater might make the presence of a stream unnecessary, which makes it harder for the king's rangers to find the brigand lair.

Scouting out a target is difficult in the woods. Whenever possible, the brigand likes to have as much advance information as he can from any informants available. Even if he knows the route and the timetable ahead of time, he must still find his target, however. Listening and watching posts at key locations prove more reliable than roving scouting parties in thick vegetation. Magic is even better if it is available. Flying or climbing

familiars or animal companions are perfect. Talking to the trees or animals can help find a target also.

The band's target is immobilized or delayed by a deadfall across their path, a pit, or by a dangerous monster led to their vicinity. Less common methods include a snare that injures or kills a draft animal, a swinging log trap that smashes a wagon wheel, or a huge net thrown over multiple targets.

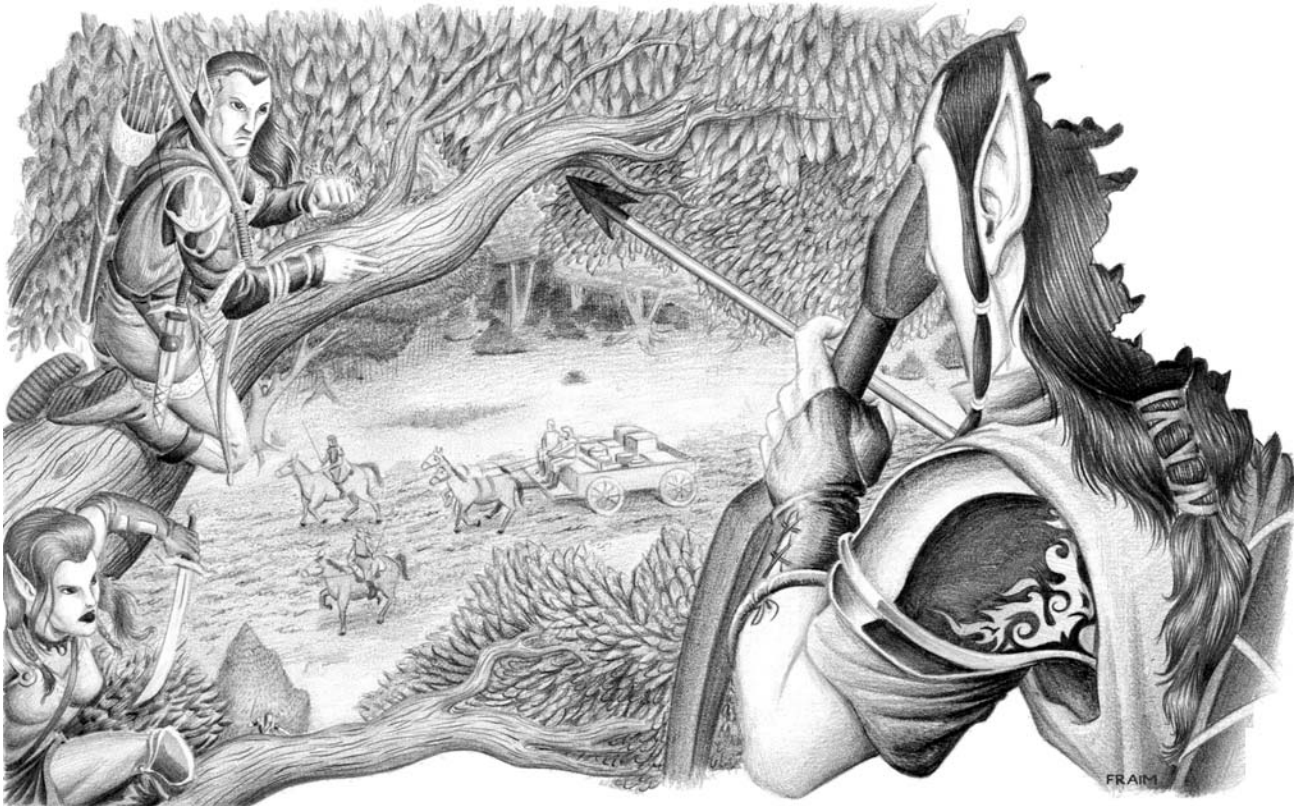
Once delayed, the band uses a tried-and-true tactic: Intimidate and rob. Thick vegetation allows them to hide very close to the target's expected path, easily within the 30' necessary for a successful sneak attack. Some bands prefer to direct deadly fire at guards first, and then send in a speaker to do the bullying. This has the advantage of a more devastating first round of combat but runs the risk that an angry leader will refuse to listen to the brigand wanting to use his Intimidation skill. Most bands prefer to make the usual offer first, using the threat of violence to encourage cooperation.

Escape in the forest is simple. It involves fading into the trees. Thick undergrowth grants concealment, allowing a brigand to hide even under observation. Skilled brigands can begin to disappear in small groups, before their victims even realize what is happening.

GAME MECHANICS

In forested areas, a brigand has several mechanical options open to him, some of which are presented here.

Falling Log Trap: CR 1; mechanical; location trigger; manual reset; Atk +12 melee (3d6/x2); Search DC 15; Disable Device DC 21; Market Price: 100 gp (forest; labor cost); 700 gp (urban; labor and materials).



Tree Ambush: The leaves and branches of a tree allow for concealment, which gives the brigand a chance to make a Hide check. The brigand can drop out of the tree and make an attack as a charge action. He may use Climb and Tumble to attempt to reduce his own damage as normal. If the Hide check is successful against the brigand's target, the target is denied his Dexterity bonus for this attack.

If the brigand wishes to drop directly on top of his opponent, the attack counts as a bull rush. If the bull rush succeeds, the defender is knocked prone. If it fails, the brigand falls prone in an adjacent square of the defender's choice. If the brigand's Hide check was successful, he does not provoke an attack of opportunity when he falls into the target's square.

Disappearing Brigands: While the brigand speaker is engaged in conversation with the victims, he gives other brigands a +2 circumstance modifier to their Bluff check to create a diversion. To make this more powerful, a DM may say that the brigand is distracting his opponents (-5 to the opponents' Spot check), though they are likely to be alert for such a trick.

PLAINS AND SAVANNAHS

Plains and savannahs are dangerous grounds for the brigand. Easy travel and long, clear lines of sight allow for the authorities that pursue them to sweep large swaths of land. Depending on the amount of undergrowth, setting up an ambush might be difficult, while defenders have an open field of fire with which to harass fleeing brigands laden with loot.

On the other hand, plains and other such open areas represent the most merchant traffic. Tellene's trade routes criss-cross these regions, making them very attractive hunting areas for brigands. Brigands apply their wits vigorously to overcome the challenge these regions present.

The brigand's camp in flat land is likely to be a similarly flat building of turf, or a wooden building hidden from sight by a valley or a gorge. It definitely has a corral for keeping the band's mounts nearby. Mounts are necessary for the long distances the band has to travel to reach its targets and because the band does not want to hunt too close to its base of operations. Herds of animals might be nearby, too, maintained by the band as a source of milk, meat and hides. The brigands can also use the herds to cover their tracks, running them over their favorite scouting paths in search of grazing lands.

Scouting takes the form of a pair of riders. When a possible target is spotted, one of the riders returns to the camp or a pre-arranged meeting place so another runner can convey the message. The other scout remains nearby, monitoring the target's progress. Because of the number of options open, additional travelers could approach (thereby increasing the number of people that might be defending against the brigands), the quarry might pick up speed (throwing off the timetable of an ambush), or the prospective victims might turn around or take another route altogether.

Since predicting a caravan's exact path is so difficult, the traditional method of setting up an ambush is harder as well. Instead, brigands try to focus on channeling caravans toward desirable features such as springs or trading posts. The delaying method of interfering with the caravan's mobility directly (such as attacking a wagon or a draft animal) is ignored. The brigands of the plains concentrate on the people themselves, such as by having one of their number pretend to be injured (especially a female, if they can manage it) or an itinerant cleric who wants to bless the travelers.

The ambush itself is tricky and requires some communication between any actors the brigands have delaying their marks and the raiding band themselves. If the raid is to be called off at the last minute, they need a way to know. Body position is a good one, since it can be easily discerned from a long distance: standing means the mission is aborted (as in "they have a cranky archmage fingering a *wand of fireballs*"); lying prone means the ruse is still good, and the mission is a go.

Missile weapons and good mounts make a credible threat to any merchant. The ability to fire and retreat until the defenders are worn down is something the caravan leader must take into consideration when he refuses to give in to the brigands' demands. The brigands' speaker is sure to mention this when stating his demand. Even trickier is protecting the person the brigands planted for the delay. If possible, they pretend to "kidnap" him, or he can jump on a riderless horse and pursue them. Usually, the plant takes a swipe to the head. Not only does this move lend his story some credibility, it might use up a valuable healing spell that could restore health to a caravan guard.

The retreat on the plains is the easiest part. If the delaying method is still in place, the caravan deals with that trouble instead of chasing dangerous thieves. Since the brigands are all mounted, they have additional carrying capacity for taking off with more loot. Straight open plains allow for all-out runs, increasing the distance by which the mounted brigands leave behind slower pursuers.

GAME MECHANICS

A brigand also has several mechanical options in plains and savannahs.

Ambush Pocket: This 5-foot-deep pit in the dirt has a false cover and a makeshift ladder of a couple of steps to allow the brigand easy exit. Noticing the cover is typically a DC 25 Spot check when it's completely closed, DC 23 when the brigand is peeking out, and DC 5 when thrown completely open.

If attacked in the pocket, the brigand has improved cover. That is, the brigand gains improved evasion (see the improved evasion ability of the rogue in the PHB), a +10 bonus to Hide checks, a +8 bonus to AC and +4 bonus to Reflex saves. The brigand must spend an extra square (5 feet) of movement in order to exit the pocket. If the brigand engages in melee combat while still in the pocket for any reason, the brigand's opponent

gains a +1 bonus for higher elevation if the opponent is Small size or larger.

Covering Tracks: For tracking the brigands, or brigands who are tracking their prey, make a base DC 15 check (for firm ground) in order to do so. Brigands that run a herd of domesticated animals across their tracks increase the DC to track them by +10, although trackers can make another check if they can identify where the covering herd split off from the fleeing brigands.

Horse Movement: A light horse has a medium load limit of 300 pounds. An average human brigand weighs 175 pounds. Saddle, tack and personal gear (including a couple of days' worth of food and water) brings the total to about 260 pounds, leaving the brigand able to pick up 40 pounds of loot before being moving into the next encumbrance category. Although the mount's speed is reduced to 40 feet (from its normal 60), it can still run at full speed (160 feet per round), quickly outdistancing most pursuers on foot.

If the brigands ride light warhorses, they're still in the same encumbrance category, but their capacity within that category increases so that they can carry an additional 200 pounds (up to 460 pounds when the load becomes heavy). They also gain the combat advantage that trained warhorses provide. Whenever possible, brigands buy—or better yet, steal—light warhorses.

Spot Distance: Maximum distance for large objects should be long; characters can Spot large buildings miles away. Brigands must rely on ruins, scrub or hand-dug holes or tunnels to create the concealment they need to Hide. Visibility for detecting persons is defined in the DMG (p92).

MOUNTAINS

Mountains present a great opportunity for brigands and a correspondingly great challenge for the merchants who travel through them. Narrow, channeled paths, an abundance of places to hide, and ready materials for aiding in an ambush make this region perhaps the deadliest in which to encounter a band of brigands.

The mountainous brigand camp is likely to be a cave of some kind. Its entrance not only faces away from popular trade routes, it is concealed. Scouts need only sit at a height and wait. A spyglass is useful in this capacity. The scout finds a good perch from which he watches the mountain road as it winds back and forth and wait for a target to come along. A well-hidden scout sitting a mile away is as good as invisible.

The delay is almost too easy. A triggered avalanche crashes ahead of a caravan to stop it without injury to man or beast. The avalanche might also be set to strike the caravan itself, although this tactic runs the risk of burying the precious loot under tons of debris. Aggressive brigands use this method, though, since it is more likely to damage or kill defenders.

Springing the ambush involving charging headlong from an elevation or standing at a height to deliver an ultimatum. Rocks and trees might provide cover for the brigand band, while the

threat of another rock fall certainly adds a factor for the victims to consider in their decision to surrender their goods or flee. The combination of a tough defense and a meaningful offense might change the minds of those who wish to fight against the brigands.

Escaping with the goods is perhaps the most challenging part of a mountain ambush. Usually escape involves flight down slope, with the escape protected by a trap or a snare of some kind. If the band can afford the extra manpower, the arrival of reinforcements should deter pursuit.

GAME MECHANICS

In mountainous areas, a brigand has several mechanical options open to him, some of which are presented here.

Avalanche: A character in appropriate terrain can rig a slope to create a controlled avalanche with a Knowledge (military tactics) check DC 15 (or Survival check DC 25). A failure means that the initial slide fails to trigger any significant reaction. “Controlled” is a relative term in this case, and failing the check by 5 or more means that the avalanche grows to full size with the triggering slide at the center of the bury zone. The DM should roll this check secretly because the brigand will not know the result of his attempt until he actually triggers it.

A controlled avalanche has an area of 1d6 x 10 feet. To determine the location of characters in the path of the controlled avalanche, roll 1d6x5 feet; the result is the number of feet from the center of the path taken by the bury zone to the center of the party's location. It otherwise conforms to normal avalanche rules.

Brigands usually arrange the avalanche within 100 feet of the target. Arranging the controlled avalanche requires 1 hour. Triggering the avalanche requires a full-round action that provokes attacks of opportunity.

See page 90 in the *Dungeon Master's Guide* for details on full size avalanches.

Searching for a Cave: The brigand lair entrance requires a Spot check (DC 21 to 30) to find once the person hunting the brigands is in the right area. It might be camouflaged by snow, foliage, stone, or simply the shadow of the mountain.

Other: You can find details on Spot distance, attacking from higher ground, and on Listen check DC increases in mountains, in the DMG (p89-90).

DESERTS

Deserts have much in common with plains and savannahs, but they present their own challenges as well. Not as desolate as many people imagine, deserts are home to wandering bands of Dejj, dangerous monsters and the all-important trade routes that bring food and goods across Tellene.

Brigand hideouts in the desert are hidden in rock outcroppings, easily visible for miles around. They might be so far from the major trade routes as to be invisible, or they might be close by, with their entrances cleverly hidden. One or two “dead-end”

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entrances, another guarded by monsters, and a final entrance carefully guarded by sentries and traps guarantees a measure of security.

Finding the right target is similar to the methods used on plains and savannah. Staking out the important oases and landmarks used in desert navigation is essential. Scanning across the horizon is dangerous because of the haze. Heat creates illusions that fool even veteran desert denizens.

Desert brigands avoid trying to slow their targets before launching an ambush. They conceal themselves in the sand or against any landmarks available and jump out by surprise as close to their target as they can. If possible, they place a band between their mark and the nearest oasis, hoping to convince them to try for another, more distant, haven. If the caravan if off the expected route, aid might be slow in coming.

Escaping with the goods is difficult and dangerous. Once burdened with loot, the brigands might find themselves less agile than the caravan's mounted guards. In the desert, killing or injuring the guarding mounts is almost a necessity.

GAME MECHANICS

Ambush Pocket: Aside from being dug in the sand, this feature works just like its counterpart on the plains.

Gravel Slide: Brigands might spring their ambush from the top of a ridge covered with gravel. Anyone trying to charge up to the slope to reach the brigands risks falling. Any character that moves more than its normal speed (charging, running, etc.) must make a Balance check DC 11 or fall prone and end its movement at the end of its normal speed in distance.

For example, a fighter in heavy armor has a speed of 20 feet. To reach the brigands 60 feet up a rise, he decides to run. After 20 feet, he makes a Balance check (with +1 Dex and -6 armor penalty) of 9 and falls down. On their initiative, the brigands shoot him. Next round, the fighter spends a move action to stand, lumbers forward 20 feet and gets shot yet again by the brigands.

Spot Distance: As defined in the *D&D Dungeon Master's Guide* (p91).

UNDERGROUND

Humans forget about the fantastic wealth that constantly flows beneath their very feet. Beginning with subterranean mines and underground seas, ores and foods generally work their way toward the hidden metropolises of the gnomes and the shadow elves.

The terrain forces traffic into well-known channels, leaving little room for the ubiquitous hidden ambush of the surface world. On the other hand, pack animals are rarely used, making travel slow and travelers easy to pursue. Lone scouts slink along the known passages, their ears alert for any sound of movement that might indicate a potential target. They also seek new paths. Any means of surprising a troop of merchants with a new access point to their routes is a windfall worth a great deal of gold.

Most often, the brigand must rely on a spy or an informant to inform him of a target's location and destination.

The actual ambush relies on camouflage and shadow. Surface-dwellers might assume that brigands cause a cave-in to trap their prey, but that tactic brings with it excessive risk. Arranging a very small and localized cave-in requires a great deal of care in the planning and delicate execution. More likely delaying devices include an illusion of a chasm, the release of a noxious gas, or a dangerous monster lured near the victim.

The approach is almost always from behind, since the delay naturally comes from the front. The actual access point might be a long distance away or one of those hidden tunnels much nearer (but always out of sight of darkvision and low-light vision). Underground, neither merchant nor brigand has much opportunity for flight: the confrontation is a dangerous situation, made more so by the desperation on both sides.

Escape usually involves dousing or destroying light sources and possibly "mining" the tunnel behind the brigands with caltrops, tanglefoot bags or other hazards. With little access to resources, the poorest brigands might have to resort to simply backing up until they are out of the range of light sources.

GAME MECHANICS

Hiding and Cover: Natural conditions allow for Hide checks at any given moment. The brigand need merely douse his light source to pull over a blanket of darkness. Ruins or partial collapses might allow for cover.

Silence: Moving Silently is a bit trickier; loose debris on the ground makes silent movement difficult and echoing caverns mean that sounds can be deceiving. A soft skittering in the distance could actually be a misstep by a stealthy rogue just a few feet away. An underground flow of water could twist and turn, causing characters to confuse their sense of direction as the sounds of the water seem to change direction and location. The confusion caused by the combination of effects means that the DC to pinpoint an unseen creature's location by sound is +2.

URBAN SETTINGS

Urban settings can be the most dangerous wilderness of them all. Help from danger might be only a few feet away, safely inside a building, where it sits concerned with its own welfare and cares little about extending aid to another in need. A threat could be just as close—the merchant who just sold you a fat goose, the corrupt constable with his trusty club, or the gang of youths with a callous indifference for the lives of their marks.

Cities have a wide variety of features that make for excellent encounters. Brigands might be perched on rooftops, hidden in shadowy alleyways, or firing from windows.

GAME MECHANICS

An urban brigand has several mechanical options open to him, a few of which we list here.

Alleys: Unlit alleys provide concealment, allowing brigands to hide and snipe. Garbage, debris and outdoor storage (the

ubiquitous “crate”) provide cover.

Dogs: Stealthy brigands might have the Move Silently and Hide tricks down pat, but they still smell like intruders to guard dogs. Animals with the Scent feat cause problems for brigands and other would-be sneaks. Brigands in a large city have to beware more exotic animals like displacer beasts, as well.

Rooftop: Rooftop positions place the brigand at least 10 to 15 feet above ground level. The brigand has cover relative to the street level, allowing a Hide check. Climbing to the brigand's position requires a DC 25 check.

Windows: Deliberate use of a window provides cover for a hidden archer, and standing a square away from the window allows concealment in the right lighting as well.

BRIGANDS BY RACE

Most races have brigands in one form or another, though some emphasize it more than others. Of course, as long as desires for greed, independence or power exist, there will be brigands.

DWARVES

The stern and law-abiding race of dwarves has little tolerance for thieves, much less those who rob and murder in the lonely places of Tellene. Seeking to avoid the harsh and unrelenting justice of their own people, bands of dwarven outlaws might exit their underground homes to trouble the humans and others who use the mountains for passage to other trading partners. These short brigands are a bane on the lives of merchants and travelers unfortunate enough to cross paths with them.

Dwarven brigands tend to be exclusive to their own race. A lone exception might join the band on individual merit, but a character that cannot see in the dark, needs high ceilings or slows down in heavy armor will soon wear out his welcome. These brigands tend to continue to hunt near their forbidden homes—but not too near, lest they be caught by vigilant and aggressive authorities.

Dwarves are patient and hold a grudge for forever. Dwarven brigands can destroy a clan's vital supply of food and other perishable goods that the underground dwarven strongholds need. Furthermore, their own nest is near impenetrable, guarded by elite warriors and cunning traps.

The dwarven styles are as different as their motivation. They make clever use of construction (roadblocks and deadfalls, for example) and make better planners. On the other hand, they fail to improvise well, and a creative defense throws them off balance.

ELVES

Elven brigands can be a dangerous lot. Their affinity for the natural environment, their deadly use of bows and their natural grace in the wild make elves elusive and deadly foes. Fortunately, they do not often commit to a life of brigandage and highway robbery.

Elves are known for their brigand-like activity against certain enemies. They practice this type raiding as an economic warfare against an enemy, not as random criminal activity. They are the land-based equivalent of privateers where the usual batch of brigands are the true pirates.

The difference in perception is important, both to their own justification and to their enlistment of allies. On the world stage, few states want the reputation of lending aid to a band of brigands, but a township of besieged folk defending themselves by disrupting an enemy's supply lines presents a virtuous image.

Small groups of elven brigands are slightly more common. Often renegades who were exiled from their people, these bands survive as they can. The temptation to rob and loot is heightened by desperation. These bands of fewer than a dozen brigands are highly mobile outcasts, extremely skilled in the wilderness, usually capable of arcane magic, and no longer have any loyalty to their own race.

GNOMES

Gnome brigands use trickery and deceit to enable them to conquer larger and faster defenders. False calls for aid to draw away guards, illusionary obstacles, and the judicious use of alchemical gear to neutralize defenders are all standard tools of the gnome brigand.

These characters prey primarily in the woods and plains around Reanaaria Bay, where gnomish populations are the most prevalent. Since much of the Bay trade is performed at sea, gnomes have to be creative in their technique. They strike coastal towns and settlements on days that trading ships are due to arrive, hoping to capture as much loot as they can.

Gnomes in general are good-natured, and even gnomes that turn to brigandage and theft tend to have a light heart. They rarely kill without a good reason, and they appreciate a sneaky trick—even when it is used against them. Gnomes tend to become brigands for the image and the fame. A few greedy souls, those who value a shiny jewel above the lives of others, can be a great danger to others.

The gnomish style calls for illusion, both magical and mundane in nature. Distraction and misdirection go hand in hand with a gnomish brigand, and a wise adventurer takes nothing for granted when hunting them—or when being hunted by them. A deadly trap might appear perfectly safe. It might also look like a deadly trap.

HALFLINGS

Described as “cunning, resourceful survivors,” halflings are natural brigands. With their skilled use of ranged weapons, they are able to minimize their strength liability compared with their common targets: trading humans, elves and dwarves. Their natural stealth allows them to arrange an ambush with ease, and their unpredictability enhances their ability to intimidate others, making up for their unimpressive physical stature.

Bands of halflings make excellent use of terrain, probably more so than any other races. As natural wanderers, they are familiar with a wide variety, and they need only a bit of grass or stone to provide cover for a halfling. Their keen ears allow them to hide behind complete concealment, waiting until a victim is nearly adjacent before surprising them with a rain of sling bullets or javelins.

Halflings are bearable as brigands because they leave for richer pastures long before they destroy the local economy. They might raid a village or a road only once before moving along. Instead of swarming like locusts over a trade route or a quiet valley, they sting like a mosquito and move on to another body.

Halfling brigands are most dangerous when they are in search of a new home. Since they move from place to place, they constantly search for a new base of operations: a ruined tower, a shallow cave complex, or a lonely rural temple. They draw out inhabitants with false cries for help or other subterfuge and then kill them or drive them away.

If a halfling brigand becomes overcome by greed, then he can change from a nuisance to a dire threat. A hit-and-run strike could turn into a siege. A single pebble becomes an avalanche. Much like a pack of bulldogs, the halflings might latch onto a victim until they tear him to pieces.

HOBGOBLINS

Hobgoblins conduct brigand activity like they would wage a military campaign. They drill troops in combat, stealthy techniques and procedure. Whereas a more casual human band might allow each of its members a generous amount of space within the campground, hobgoblin brigands tend to live in barracks and sleep in ordered rows of bunks.

Bands of hobgoblins demonstrate a callous disregard for their victims. Guards might be ruthlessly maimed to prevent pursuit. They might kill out of hand any victims that show a strong spirit. Hobgoblins show a greater willingness than other races to stay engaged in combat longer, sustaining punishment longer in order to deal punishment longer, counting that their greater toughness will outlast their enemies and dissuade a second encounter.

Hobgoblins show an ability to adjust their techniques to terrain, local traffic and roads, changes in the season or other variables. If the local warriors rely on missile fire, hobgoblin brigands learn to close more quickly. If their prey is quick and mobile, hobgoblins wear lighter armor and avoid overburdening themselves with loot to increase their own mobility as well.

Their only redeeming grace (from the point of view of the people they prey on) is that hobgoblins show a willingness to abandon a region if the resistance is too strong. Earnest endeavors to find their base, heavy resistance to their ambushes, and military patrols along the road can dissuade them from attacking and cause them to divert their attention elsewhere.



Leaping from cover, a trio of hobgoblin brigands attack a passing Kalamanan patrol.

HUMANS

Humans are so diverse and individualistic that only the broadest generalities apply to them. These guidelines relating to terrain and other considerations apply to the unimaginative or smaller bands of brigands, but attempting to document the wide range of way in which men attempt to bully or terrorize their victims into submission is impossible.

The first human brigands arose shortly after the first human traders. Since then, they have followed the wealthy, nipping at their heels like jackals. At various times in the past, the damage to trade has threatened a culture with economic collapse. Sometimes, military action is enough to repair the damage and quiet the brigand activity for a while. At other times, brigands have contributed to the fall of kingdoms, gnawing enough bites out of the dying political bodies to prevent them from reviving.

OTHER RACES

While a great number of races threaten trade and free travel, only certain races choose to use the brigand class and lifestyle as their main method of disruption. These humanoid creatures live on all parts of Tellene. Wherever there is trade, brigands follow.

Bugbears make excellent brigands, using their natural stealth to establish an ambush and their brute size and strength to carry it out. Despite their physical power, bugbears prefer to rely on surprise and ranged attacks to incapacitate defenders. A small handful of bugbears, firing composite bows from a hidden position terrifies defenders and crushes resistance.

Kobold brigands must choose a different tactic by virtue of their different strength. They swarm an enemy in a wide wave, spreading out to reduce the threat of area of effect spells or powerful individual fighters. Once they surround their opponent, they can move into flank positions and tear defenders apart with sneak attacks. Meanwhile, the combat serves as a distraction to “runners,” those kobolds tasked with grabbing whatever they can tear off and running with it.

Orcs and half-orcs are also common brigands, raiding small villages and throps where local law is weak and military forces are nonexistent.

Moss trolls (described in *Dangerous Denizens*) become brigands most often when gathered together under a charismatic leader, possibly including one of another race. The attrition they inflict on trade in the Vohven is little known in the civilized world, except when they prey on the unending stream of small merchants moving between Zenshan and Emosvom and onward to Ahznomahn. They constantly harass the Ryaga, Simay, and other tribes of the Vohven.

BRIGANDS AND OTHER CLASSES

Brigands band together with other like-minded characters. While these other characters are probably members of the brigand class, brigands appreciate any outside skills others can bring to their band. Some of these characters take a level of brigand to augment their other skills, but most of them share more in the way of mindset and attitude than actual class skills and abilities.

BARBARIANS

Barbarians separated from their own people might join a band of brigands if the brigands are motivated by a desire for independence. The chaotic and freedom-loving barbarian can certainly understand such motivation. Barbarians would be welcome in a band that preys on others out of pure greed, but the barbarian would see little or no gain in such an alliance. Brigands that wish to create a name for themselves could attract an individual glory-hungry barbarian.

BARDS

Bards are valued for their pure entertainment and for the combat and other benefits they can provide for the group. During the seemingly endless inactive time between raids, bards keep the brigands from tearing at each others' throats from boredom. The bard will add a great number of stories to his repertoire, both from the factual accounts of the band's activities and the fanciful stories the brigands make up to impress each other.

The bard is also perhaps the best informant the band has. As someone expected to wander, the bard's presence is unquestioned in village and metropolis alike. The bard that asks about a merchant caravan's path is suspected of wanting company on a journey, not of being in league with the brigands who raid the same caravan two weeks later.

BASIRAN DANCERS

Basiran dancers fill the same role as the bard, although the cultural subtleties of the Basiran dance are often lost on rustic and violent brigands. Still, they have the bard's skill at harp or humor as needed and can earn their keep as well as the next entertainer.

CLERICS

Clerics of Risk, the Landlord, the Laugher, the Corruptor, the Prince of Terror or the Seller of Souls might join a band because they share the brigands' motivation. Clerics of a wide variety of religions might join a band of brigands in an effort to gain converts. Even good-aligned clerics might join the band, hoping to use their abilities to show mercy to wounded victims and brigands alike.

DRUIDS AND SHAMANS

The druid's natural and divine abilities are very useful for bandits. A druid might ally with the brigands if he is convinced that the influx of trade will bring more humans into conflict with the environment. Like any holy man, the druid seeks converts and joining a band of brigands for short periods of time is a means to a greater end. More likely, the druid might limit his association to scribing a scroll for a brigand with ranks in Use Magic Device in exchange for shared information about the activities in the nearest city.

Shamans might join the brigands in order to keep them out of trouble. In return for his healing skills and a number of crafted fetishes, the shaman's tribe and trading partners gain immunity to the band's depredations. The shaman uses the opportunity to proselytize to any willing listeners.

FIGHTERS

Fighters enjoy an honored position among brigands. Their place is to anchor the regular brigands, who cannot last as long in a protracted combat because of their lighter armor and inferior hit points. Instead of attempting to join an ambush, which the fighters might spoil due to their shining and clanking around in heavy armor, the fighters storm in by surprise as a reserve force, quickly moving to support brigands who might be in danger from caravan guards.

INFILTRATORS

The infiltrator's enhanced speed and ability to fight a running battle (and thereby escape with information) are exceptionally useful. The ability to leave no tracks and walk through hindering terrain means that the infiltrator will never betray the band's position to enemy rangers. The infiltrator is useful against enemy scouts, too. Even a mounted rider might fear pursuit by an infiltrator with the Dash and Run feats.

MONKS

Monks do not often join brigand bands. Some monks expect that a life of hardship and austerity that the brigand's face will make them stronger. They see the hardship of life in a wild as a test of their endurance. Evil monks are fond of the company of simple folk, especially those they can defeat in hand-to-hand combat. Monks, like clerics, might use the brigand band as a recruiting ground for followers. A band of brigands with enhanced movement and the ability to deflect arrows would be a major surprise for a caravan's defenders.

PALADINS

The paladin's only association with brigands is typically one of confrontation. But the confrontation need not be one of direct violence. A paladin not killed on sight might choose to engage in a battle of words and philosophy, an effort to convince

the miscreants to give up their wicked lifestyle and repent of their foul deeds.

More often, the paladin meets the brigands only with the tip of his lance and the edge of his longsword.

PSIONIC CHARACTERS

Psionic characters have a mysterious and often mistrusted repertoire of abilities. They excel at rooting out spies or dissidents among the band. They are useful spies themselves, not only for their ability to gain information, but for their ability to transmit that information with little chance of interception. People who know anything about psionics might also suspect their loyalty and wonder if their own secret society's aims conflict with the brigand band's goals. Psionics are valued, but they are never fully trusted.

RANGERS

Rangers are a valued part of a brigand band. Their superior ability to hunt and survive in the wilderness makes life easier for everyone in the band. Their tracking ability is a great aid in finding a rich target to raid. Their animal companion can be both an alert guard and a good aid in combat. If the ranger is powerful enough to have spells, so much the better.

Good-aligned rangers can be a brigand's worst enemy. Able to match their stealth and often able to beat a brigand in one-on-one combat, rangers can whittle away a band's scouts and deny them important information, not to mention erode their morale and reduce their numbers.

ROGUES

True rogues are valued as scouts. With a greater variety of class skills, they can bring valued talents to the band. Their ability to open locks can help the band recover items in a locked strongbox. Rogues that specialize in archery and are capable of delivering multiple attacks against unsuspecting caravan guards can completely demolish a caravan's defense in a single round.

SORCERERS AND SPELLSINGERS

Typically seen as artillery pieces on the battlefield, sorcerers or spellsingers can command great respect from the brigands. With the brigand's emphasis on a quick decisive battle, the spellcaster's magical juggernaut is not as valuable. The spellcaster's spell selection tends to be extremely useful for a few moments only, during a combat against merchants reluctant to turn over their goods.

When they are useful, though, they are very useful. A sorcerer who tosses multiple *fireballs* into a group of enemies is likely to end all resistance far better than any Intimidate check the bandit leader could have made. If the survivors realize that capitulation will end the barrage of firepower, they might be more inclined to surrender their cargo.

A spellcaster loaded with ability-enhancing spells like *mage armor*, *cat's grace*, *haste*, or *greater invisibility* is a most welcome

companion. The brigands can use these abilities without risking the sorcerer, who can stay well away from the threat once he has enhanced the rest of the band. Furthermore, a sorcerer with few offensive spells is the one the brigands feel they can trust not to betray them.

WATCHMEN

Much like paladins, brigands interact with watchmen when the two come into conflict. After all, a watchman's job is to keep the peace and uphold the law, and the brigand's goals are usually the opposite. On occasion, a watchman may tolerate a brigand's activities if that brigand serves as a criminal informant, or if he needs the brigand's help in some other way to eliminate a greater threat.

WIZARDS

While sorcerers and spellsingers might be an arguable addition to a brigand band, wizards are not. They use divinations to scout, illusions to hide the band's hideout and cover an ambush, provide magical traps and wards around the hideout, and, when armed with scrolls or wands, match the sorcerer's devastating damage potential for the few rounds of combat the brigands are likely to see.

If a wizard can craft magical items, so much the better. Magical weapons and armor for the band's warriors, *potions of invisibility*, and wands of damaging spells to free up prepared slots for general utility spells—all of these items are a great boon to the band. The wizard does not need great talent or judicious use of spells if he's willing to aid the band by providing magical items.

THE GOOD BRIGAND

While evil, destructive brigands are the norm, many players are uncomfortable playing evil characters. The concept of a Robin Hood-type character, fighting for a righteous cause while clearly in violation of the law of the land, attracts many players that might enjoy the concept of playing the brigand without having to murder helpless merchants and rob passersby.

The good brigand has the same statistics and rules as any other brigand, but he differs in his goals and motivation. The brigand usually sees himself as a rebel, whereas the authorities in charge brand him a criminal. Other nations might recognize the good brigand's activities and offer him some legitimacy by recognizing his activities as a legitimate rebellion. If so, they might send him some aid in the form of gold, weapons, armor, food, or even magical potions or scrolls.

The good brigand is usually in his position by virtue of circumstance rather than choice. Like Robin Hood, his home and title might have been denied to him by a corrupt ruler. Perhaps war has swept over his land, claiming it as yet another casualty. He might even have been falsely accused of a crime and fled the authorities rather than face an unjust trial.

The good brigand differs slightly in technique from the standard highwayman. The principal difference is that he is very careful in which laws he violates. Most notably, he refuses to kill his victims. If he is forced to knock an opponent out in a fight, he binds that person's wounds so that he does not bleed to death. The good brigand gladly kills ogres and other creatures that might prey on the same type of target he seeks out. In fact, he'll take steps to make sure that the locals know about such actions: he leaves the ogre bodies in a place where they will be found, or he keeps a semi-captive bard or cleric around to spread the tale once he lets that character go.

Reputation, in fact, is the good brigand's main weapon. By adapting a life of crime and exile instead of choosing to be bound by society's laws, the brigand is expressing his distaste for those laws—or, more likely, the lawmaker. The brigand must maintain a good reputation so that he does not lose his allies among the common folk. These people provide him with warnings about royal bounty hunters, information on rich nobles passing through the land, and refuse to give out information on the brigand's hideout.

Magic is a good brigand's close ally. Arrows are difficult to use without harming their targets. *Sleep, charm person, fear*, and other spells that knock out or chase away their targets without causing permanent harm maintain the good brigand's reputation. Many victims of the good brigand have woken up with a headache to find themselves seated in their own wagon many miles from their previous location, minus a large quantity of their gold.

The good brigand's ultimate goal is usually a convenient exchange: the character wishes to trade political concessions for a cessation of his activities. A key part of the political concession is usually amnesty. Not even a good brigand wants to be punished for his crimes. The most selfless of brigands might even be willing to sacrifice themselves to a life of imprisonment, exile, or even execution if they achieve their goals first. In return, they might demand a charter that limits the king's power, laws designed to contain a runaway merchant class, or the archetypal return of their family lands and title.

CAMPAIGN ROLE

Brigands that join adventuring parties often see the role as similar to the role brigands play when they band together: hunt something elusive and take its treasure. If the "something" they hunt is a dragon, a band of orcs, or a lich, that is fine with the brigand.

Brigands enjoy being with an adventuring group. The additional magical capability offers more options, while dedicated fighters promise sound backup if a situation grows too dangerous. While not everyone in the party shares the brigand's view of stopping to enjoy his treasure once in a while, or of being independent of ties to church and noble, the brigand is able to apply his tactical skills among a group that appreciates what he has to offer.

The brigand's chance to shine comes into play especially when planning an ambush. The brigand can use his class abilities to enhance the party's ability to surprise a creature and its ability to damage it or cow it with words once the creature is trapped. His high attack bonus and ability to apply sneak attack damage to flat-footed targets means that he applies impressive amounts of damage in the initial round of combat.

THE BRIGAND BAND

A band of brigands is typically founded when a disgruntled person chooses to leave his ordered and predictable life for a life of his own in the wild. He might take a few friends with him, forming the core of what is to become a brigand band. Whatever his motivation, the new brigand carves a life for himself as a disruptor of trade and commerce. While he might start by stealing from neighboring farms, he quickly escalates to robbing lone travelers and merchants.

Once the brigand establishes a reputation, others come to join him. When the band's numbers grow large enough, they begin to assail the iconic traveling caravan composed of multiple wagons drawn by horses or oxen and guarded by mercenaries or warriors loyal to the merchant house.

During this time, the band might interlope on territory claimed by another band, or a new band might spring up that poaches on its territory. In either case, the question is not one of who was there first, but one of who can avoid the other or who can outfight the other. The ability to control an area means the ability to rob an area, and denying that area to a rival robs that rival of wealth and reputation.

Brigands are not above pointing the authorities toward a rival, but they never undertake this step lightly. First, who contacts the authorities? The brigand who goes into a town to report another brigand's location is likely to be kept there by force. The reporting is a delicate operation best handled by a note left in a conspicuous place rather than by personal delivery. Second, the information might reveal too much about the informant's own band. Lastly, use of such an option burns bridges. Two bands might learn to work together, but once a band has used this technique against another band of brigands, all future opportunities for working relationships are off.

The brigand's threat to a wide cultural spectrum makes him a likely foil for characters of any motivation. Noble lords feel obligated to hire someone to deal with the brigands if their own soldiers are ineffective (or are of such low morale that the lord fears mass desertion will increase the brigands' numbers). Churches find the threat to trade dangerous or even sinful. Merchant houses or guilds might provide funds from their own coffers, above and beyond what they spend on guards, to adventurers that are willing and able to hunt down cagey brigands.

Exactly how many members a band of brigands has varies greatly. Certainly, lone brigands operate in back alleys of cities and in the wide open places between cities, preying on lone unguarded travelers. Huge bands of hundreds exist in the wild,

too, forming their own virtually self-sufficient communities. Such large bands are always under the threat of division; the independent nature of their members makes government through delegates break down quickly. A band is best ruled by a single charismatic leader who is able to force his will (when necessary) on the whole group.

The best operating number seems to be between 20 and 30 individuals. This breaks down to a single leader, who might or might not have founded the band; two or three old brigands of distinction who earn their place by friendship, seniority, or leadership ability; and a remainder of equals. Among these equals are different positions, some of which entail a degree of prestige which varies from band to band (and race to race and culture to culture). A band needs scouts, individuals to prepare a trap or other delaying method, combatants, and, most importantly, a speaker.

This speaker is nearly always the band's leader. The same characteristics that make one a strong leader enable the speaker to convince victims to give up their wealth without a fight. While the brigands are always prepared for violence, taking loot without having to fight for it guarantees that they all arrive home safely.

Smaller groups raid in their entirety, while larger groups might send only a portion of their force out, both in case of disaster and in case the base is discovered in the meantime. Very large groups might be able to raid in multiple directions, striking different targets simultaneously. Even the largest bands raid multiple targets with a degree of reluctance; it gives the impression of a much greater threat and attracts far more attention than the bandits would like.

The brigand band might also have associates that help it in greater or lesser ways. The informant that lets them know when a caravan is leaving town, or the fence who buys their goods without question, or the quiet friar who tends to their wounds are all an important part of the band without being actual members.

The brigands might have lovers or spouses that attach their prosperity to the band as well. Unwilling slaves, taken during a raid on a caravan or a village, might also swell a band's numbers. Hero-worshipping youths might attach themselves to a band, hoping to ingratiate the members with obsequious service to one brigand or another. These dependents might double or treble a band's numbers.

THE GLADIATOR

While the term 'gladiator' immediately conjures up images of a scarred Kalamaran slave warrior with his arms raised in the air and thousands of screaming fans filling a vast auditorium around him, this iconic image (although certainly correct in its own right) is just one archetype among many.

TYPES OF GLADIATORS

The gladiator is also a shirtless good-natured farmhand, wrestling at a fair among other beefy competitors.

The gladiator is a veteran swordsman, traveling from city to city in search of an equal.

The gladiator is a mail-clad noble, standing in the midst of his private arena in an attempt to drive his deadly blade at a pinpoint target on his opponent's armor.

Regardless of his origin, the gladiator is a fighter that excels in combat in front of others. Whether the match is an athletic competition or a duel to the death, the gladiator needs his audience as much as they need to see him. The cheering crowds, the tension of the match, the bravura that masks the fear and doubt—these are food and drink to a gladiator.

THE ARENA GLADIATOR

Whether freeman or slave, this gladiator fights in a public forum for the enjoyment of others. While given some small choice of weapons, the ancient gladiatorial combats of Tellene are ritualized and formalized such that the choices are few and academic. This ritual and tradition is the product of hundreds of years of gladiatorial games.

Tradition says that the first gladiatorial games in the Kalamaran Empire took place in 29 I.R. to celebrate a major victory only a few years earlier against the Trusk, one of the most warlike of the Fhokki peoples. The games were part of a religious ceremony started by the Order of the Pike. They included sacrifices and offerings; prayer and ceremony were predominant over the combative element.

By the Time of Misfortune (the Kalamaran civil war), the religious significance had been abandoned save for a few elements. Still, the opening ritual of a pair of halberd-wielding white-clad Regulars marching around the arena persists, along with the release of a single pigeon (symbolic of the use of messenger pigeons in the old army), and a foot-race of children to be the first to reach a flag on the opposite side of the arena. The winner tears the flag down and shreds it. All the participating boys (and only the boys) can wear a tatter pinned to their clothes for the rest of the day as a badge of honor.

The first outdoor gladiator arenas, usually of wood, had begun to appear in Kalamar, Tarisato, Tokis and Dodera by the end of the Time of Misfortune, too. Within 100 years, they had spread to all parts of the empire and were constructed of stone more

often than wood. Seating capacity for spectators grew from 400 to over 60,000 people.

At the present time, Kalamaran style gladiatorial contests are all-day affairs, featuring not only the battles of exotically-equipped men, but also fights against animals and monsters, and even executions carried out under the guise of combat. These events take place across not only the Kalamaran Empire, but its former domains in the Young Kingdoms (although the enthusiasm is far less in the north).

Lesser events include beast-fighters, known in Kalamaran as ludori. These ludori might have hide armor, but they usually fight bare-chested. They are allowed bladed gauntlets, meeting the animal's claws with their own metal version. Ludori are not expected to survive; animals show no mercy.

These events are seen as an excuse to show off a hunter's ability to find and restrain powerful, exotic creatures. Favorite creatures include lions, bears, tigers, displacer beasts, gricks, krenshars, owlbears, and dire wolverines. If the hunters are unable to find appropriate entertainment, a cleric may be on hand to summon a lesser elemental.

Because of the lethality of the beast-fights, such matches are usually thinly-disguised executions. Should the fighter survive, he must face additional creatures until he loses. In theory, should a fighter defeat an entire stable—and any summon-



A gladiator may combine many weapons, armors and fighting styles.

ings—his success is considered a sign from the gods and he is freed and cleared of any charges against him.

Special events might include two-fighter teams, matched either against another similar team or against an individual, “rope fights” with the fighters tied at the waist by a 5-foot-long silk rope, or fights from elevated beams or platforms. These platforms require a Balance check DC 15 to remain on, since they are usually only a few inches on each side. Fighters that fall land on spikes (see pit spikes in Chapter 3 of the DMG) or fall into the reach of dangerous monsters.

The main events feature single fighters matched against each other in traditional pairings. These fighters become known throughout the Empire and its former domains, and they usually become associated with a particular style, even though the gladiators learn all of the styles as part of their training.

Outside of Kalamar itself, the other lands of Tellene also have a taste for gladiatorial combat, whether they took the idea from the Empire or independently spawned their own regional versions. More details on various regions and styles can be found later in this chapter and in Chapter Six: Combat.

THE SWORD MASTER

The sword master is not part of a circuit or ring of organized fighters in any way. The sword master might train at a fighting school or an academy, or he might be tutored at home by a lone master. He might be a self-taught thug, blooded in back alleys and experienced against both gangs and law officials. He might be a military officer that discovers an uncanny knack for the cut and thrust during his basic training.

He is usually a freeman, but the sword master might really be from any social class. He could even be a slave, sneaking out at night to test his steel against others in an underground ring. He returns to his master's home at night because sneaking out is much easier than staying free in most cultures that allow slavery. Seen where he should not be in the daylight, however, could mean death.

Nobles usually disguise their birthright when they travel in search of danger and the next test of skill. They might not wish to rely on the restrictions that prevent commoners from raising a weapon against them; if they win, they want the victory to be legitimate.

Sword masters search out other schools. In the secretive mercenary camps in Zazahni, a man with a sword in hand can ride 30 days and meet a new challenge every day. A chief's hall in Skarrna welcomes any stranger's boast, meeting it first with their own boast and then with steel.

Unlike other gladiatorial events, which are public events that draw much attention and attempt to gain fame outside of the brotherhood of warriors, a sword master with sixty victories might not be recognized beyond his own street.

These armed combats have similar rules across Tellene. Combat is usually unarmored, or with both combatants having identical types of armor. There are no rounds, no weight

divisions, no outside interference, and certainly no cowardly magic. Schools or clubs might have someone on hand to verify that no magic is involved, but a barracks with the bunks pushed aside will lack such a luxury. Most fights are to unconsciousness or concession. A wise warrior asks the local conventions before he issues a challenge. Certain Deji tribes insist on fighting to the death. The elves consider anyone who wins such a combat and kills his opponent a murderer and they treat him as such.

Beyond that, the rules vary. Some places allow secondary weapons. Many do not. Some cultures relish improvisational use of terrain and miscellaneous gear, while others condemn it. While few places provide healing beyond first aid to a dying combatant, the loser is expected to pay for healing spells for both combatants in parts of the Reanaaria Bay.

If the challenger wins his combat, he might stay on another day, facing a more experienced student or local swordsman. He might choose to withdraw if the match was close enough, or he might wish to face a more experienced swordsman. If so, he is allowed a reasonable time to rest before facing another match (up to three days).

A challenger that defeats a local champion might gain enough prestige to open up his own school. At the very least, he damages the champion's reputation. If he loses, he might ask to study under the champion. Rude challengers might slander the person that defeated them and then leave town, in search of an easier opponent.

Sword Master Matches

A sword master can find a match in a city automatically if he knows of a school or other place by reputation. If he does not, a Gather Information check (DC 15) reveals the presence of any appropriate swordsmen willing to accept a challenge. For this reason, the sword master usually assigns a few skill points to Gather Information.

Once the sword master locates an appropriate school, gaining an audience is not automatic. He must make a Diplomacy check (DC 10) in order to meet the instructor or commander in charge (and can take 10) and attempt to gain an audience. The host usually tries to gauge the challenger's skill by asking him about other matches. If he recognizes anyone the challenger has faced before, he knows which student is appropriate for the match. Only in unusual circumstances does the instructor accept an initial challenge personally.

The combat is simple enough. A judge measures out a space (no larger than four squares on each side) for the two combatants. The judge's primary duties are to keep the combatants within the fighting area and to guard against any flagrant rules violations. In some cultures, the judge can declare a winner at any time.

THE WRESTLER

Wrestling as a cultural phenomenon developed differently in different countries. In Ohzvinmish, the Powermaster taught the art of wrestling nearly 2,000 years ago, the Svimohzish claim. The gnomes and halflings of the Reanaaria Bay introduced the art to the humans before any of the races learned to speak each other's languages.

Demoralizing Attempts

Whether gladiator, sword master, or wrestler, all matches allow a few moments of display or preparation time in which a competitor may attempt to demoralize his opponent (see the Intimidate skill on page 76 in the PHB). Normally, the demoralize attempt applies only to opponents you threaten. In a competitive arena, it applies to your chosen opponent who has entered the ring, pit, or combat field against you.

GLADIATORS AND GEOGRAPHY

Although gladiators across the Sovereign Lands are similar in many ways, they are also different. They may vary according to their motivation, fighting style, weapons, and their local or regional popularity. The most marked difference among them is perhaps how wrestling tournaments vary in the many kingdoms and arenas of the Sovereign Lands.

BRANDOBIA

Brandobian wrestling is seen as a human institution and its promotion is seen as a celebration of racial pride. Only humans are allowed to enter in Eldor and Mendarn, but all races compete in Cosdol. Brandobian wrestlers are often regular soldiers in search of prestige and honor during peacetime.

Wrestling in Brandobia takes place during the summer months, with two different levels of competition. During the months of Declarations and Mid-season Harvest, the amateur fights take place, usually in the towns and villages. These matches are open to anyone, and so wild differences in ability sometimes make for some brief, unexciting matches. On the other hand, they are also home to some fierce local rivalries, and the competitive atmosphere is electric with excitement.

The activity usually takes a brief break during Replanting, then is back in full force during Siege-hold. This time, the professionals are fighting in the cities in the courtyards of the Temple of Armed Conflict, and the matches draw large crowds. The clerics bless the combatants (with a ceremony, not the spell), and a noble begins the match. These nobles usually have some skill in the art themselves; if not, the noble is assisted by up to three veterans with whom he confers before making a ruling.

The rules are fairly liberal with a selection of strikes and kicks allowed. A wrestler wins by pinning or by forcing his opponent out of the ring three times. Matches take place on a wooden platform that stands about five feet off the ground, which allows the spectators to see the action and presents an element of danger should one of the competitors be thrown. The overall winner receives a jeweled brooch or pendant. These brooches, called hendalns, are meticulously prepared months in advance by master craftsmen.

PEL BROLENON

In Pel Brolenon, gladiatorial combat between slaves is enormously popular among the nobility. Some nobles spend outrageous sums of money to maintain a stable of slaves whose lives they throw away for entertainment. For the Brolenese, gladiatorial combat is relegated exclusively to slaves. Fighting for public entertainment is prohibited to freemen.

The social aspect of gladiatorial fighting in Pel Brolenon is completely different from the atmosphere in Kalamar. All of the glory goes to the owner, not the slave. The slave merely performs tricks, much like a trained animal. The owner receives the accolades, although he might share some of the credit with the slave's trainer if he feels generous.

The Brolenese slave pits are far less formalized than their Kalamaran counterparts. For one thing, the gladiators do not match up against traditional enemies. Weapons are chosen by the owner or by the slave's trainer based on what he thinks the opponent will use. More often than not, the weapons are large, chosen for their ability to inflict damage and for visibility at a distance. Greatswords, halberds, spiked chains, and greataxes are common. The slave's proficiency, Strength score, and other attributes are not always a factor.

The different religious focus is another separation between the Kalamaran and Brolenese arenas. In Pel Brolenon, a cleric of the Overlord begins the occasion with a diatribe against the inferior. The crowd follows suit, hissing their contempt for the slaves and throwing fruit rinds or pits at them. The slaves are fighting for public spectacle because they deserve such treatment.

Corruption is a plague that blights these games. Slave trainers might give a slave an inferior weapon if the trainer has been bribed to throw a match. The trainer might also outright lie to a slave, telling him he's wearing magical armor or that his opponent is tired after other fights, or that both combatants will be blindfolded...

Sometimes a rival slave owner might approach the slave personally if he can arrange it. Since loss in the pits is almost always fatal, the rival offers to give the slave's family money, arrange their freedom, or some other favor if the slave willingly loses the match. With such a bleak outlook for life, and the very real danger that the slave will die either way, many accept such an offer.

Fighting in the Brolenese slave pits is a hard school. Gladiators do not often receive individual training or have time set aside for weapon practice. Instead, they rise in skill in the arena, fighting every step of the way. If a slave becomes too proficient, the owner's greed competes against his fear; if the slave is successful, he could make the owner rich. On the other hand, a trained killing machine might escape or murder the owner in his sleep. The owner might sell that slave, chain him to a galley's oar, or poison his food.

Physically, the Brolenese slave pits are dirt floors, usually dug about 20' down into a depression surrounded by stone seats. Whereas Kalamaran arenas tend to be roughly elliptical in shape, the Brolenese arenas are square. They range in size from about 20' on a side and capable of seating only about 200 spectators to the dreaded Pits of Despair in Dowond-Brandel, over 80' across. Untold thousands have bled to death on its sandy floor, and the slaves that maintain it say that hate-filled ghosts appear at night, moaning their pain and misery. The Pit of Despair seats over 2,000 (living) spectators at full capacity.

KALAMAR AND THE YOUNG KINGDOMS

In the Kalamaran Empire and her former territories, wrestling is a year-round event that brings small crowds to the coliseum during slow market days. Experienced ratakas, as the fighters are called, do not achieve the fame and glory of the armed combatants, but they earn a respectable amount of each.

These free fighters usually train in dedicated fighting schools, and traveling from one school to another to test other champions is common. These matches earn no prizes. They earn respect and build a fighter's reputation. How a fighter presents himself is almost as important as a victory; earning a rival school's enmity could lead to a back-alley ambush in some places.

Matches are arranged between schools, and the schools charge a small admission (1-2 cp) for entry. While match draws are supposed to be random, the instructors usually attempt to arrange several of the initial draws so that the superior opponents are eliminated or fatigued early. Competitors enter the ring wearing loose sandals, loincloths and long robes, then remove the sandals. After the judge announces their names to the crowd, each fighter removes his robe and hands it to his instructor or an assistant.

Combat begins with each fighter crouched, foreheads touching and hands grasped. While striking is not technically allowed, competitors are rarely called for anything that does not actually draw blood. No kicks are allowed, but the fighters find creative ways to throw opponents involving their legs that violates the spirit of the rule. Combat is to unconsciousness or a concession. In reality, only the youngest fighters continue until they pass out; veterans concede once pinned or outmatched in order to save their energy for the next match.

Winners receive a bonus from their instructors in hard coin. The crowd might also throw coppers at them, but the winners

do not actually stop to scoop this up. Instead, they leave it for the youths to help with the menial work of running the event.

REANAARIA BAY

Wrestling in the Reanaaria Bay is the organized and promoted by professional entrepreneurs with little interference by the city lords or any religion. It takes elements from both its Kalamaran neighbors to the west and the Fhokki to the north, as well as some ancient Dynaj Deji influence. There are two principal seasons, one run during the summer and one in winter. The summer season is better attended and far more competitive.

Wrestling events are held indoors in the largest buildings available. Often, these locations happen to be the well-designed theatres of the Theatre of the Arts. The principal revenue comes from carefully-regulated entry fees and from the gambling that associates these events. Some promoters are subtly crooked and make enormous profits at these events by fixing the matches.

The wrestlers wear bright color to enable spectators to easily identify them at a distance. Before the match, they wear ancient Deji battle-masks that make them look like demons, dragons, or other exotic creatures. The choice of mask is meant to intimidate the opponent and portray an image to the crowd. Some champions thrive on being identified as a villain, while others prefer an aura of mystery and danger.

The wrestlers receive a cut of the attendance fees commensurate with their fame and reputation. While they do not officially gain any part of the gambling income, they often surreptitiously place bets through friends. Bookmakers unassociated with the house quietly operate at all of these events.



SVIMOHZIA

Three interlocking rings on a building's shingle announce the presence of an akandha, or fighting school (the term also applies to the pits themselves). While fighters train year-round, their main activity is during the month of Frosting, after the harvest work has finished and while the food stores are still full (although the mild Zazahni winters mean that the food stores are rarely depleted).

For several weekends in a row, the schools come together in a neutral field or idle marketplace and rope off shallow pits about 24' across. Workers add ochre and oil to soften the earth. Fighters, called mallas, drop down into the pit and strip down to a loin-cloth, although they wear a light blue robe when in public (similar in shade to the garb of the Seekers of the Three Strengths). They rub themselves down with oil, making it extremely difficult to gain a hold with pure strength; only the cleanest techniques work against an oiled opponent. The judge, an Aspirant of the Three Strengths, if not a higher rank, begins the match with a shout and a clap.

The winner is the wrestler who pins his opponent. Rules prohibit striking, biting, kicking, and the use of any magic. Matches have no "rounds"; the judge stops the fighting only to warn a contestant for a rules infraction or to call a winner.

Winners receive a small purse not usually related to the number of visitors (since these typically outdoor events do not charge any fee for spectators) but based on the wagers won or lost. The champion, the malla hurzan, receives a ceremonial mace in addition to any cash. These maces are coated with bronze or silver (solid metal for the largest events) and range in size from an actual light mace to a round. These maces are called gurzas (singular gurza) and smugglers trade them fiercely on the black market.

OZHVINMISH

Ozhvins, like the Kalamarans just across the Straits, enjoy gladiatorial sport. An Ozhvinmishii coliseum or fighting field is a favored attraction for those with a taste for violence. Standard gladiator matches continue until one gladiator surrenders, but sometimes they are death matches between two popular combatants. The cities send slaves or criminals to fight wild animals, like lions and other great cats, exotic creatures such as giant lizards and more. Merchants sell food and refreshments, as well as carved toys representing famous gladiators and monsters, to the spectators.

The most famous arena is in Ashoshani, and is known as Zo-Rehzhizh, the Halls of Doom. Here, many famous gladiators met their dooms. The best match in recent memory was between Och-Rax, a terrible ogre gladiator from Bet Kalamar who was famous for eating his foes after killing them. The ogre's owner brought him to Ashoshani, believing he would make a fortune destroying Ozhvinmish's best. As expected, Och-Rax killed twenty gladiators on the first day. Their deaths were so gruesome that many lost their stomach for such fighting and fans left in droves.

Fearing no one would stand against the fearsome opponent again, the Ozhvins sent a missive to the gladiators in the land, promising a reward of 1,000 gold pieces to the man or woman able to defeat the fearsome ogre. Even with the steep reward, no one turned out to meet the challenge. Weeks passed, and the Kalamaran slavers readied themselves to leave, thinking Ozhvinmish a land of cowards. On the day before they were to leave, a challenger did appear—a young man named Zhezrihn. He was not a seasoned fighter, but saw the ogre as an affront to all Ozhvins. Although he seemed to lack the skill needed to defeat the ogre, he had heart.

Fans turned out from all over, gathering in the streets to catch a glimpse of the combatants. To the roars of cheering fans, Zhezrihn came out unto the sandy killing floor, gripping his sword. His opponent, Och-Rax, despicable in appearance and heart, laughed at the upstart, and patted the rotting head that was his codpiece, saying in his brutish tongue that the youth would make a good trophy.

With a battle cry, the youth charged, swinging with his blade, but before he even touched the ogre, the monster clipped the boy in the head with a gnarled club, spattering the city's champion all over the arena and ending the fight, to the wails of the crowd. As usual, the ogre feasted on the twitching remains. Och-Rax ripped the boy to pieces, consuming his remains, as weeping citizens filed out of the arena. However, they stopped when they heard the ogre's cries of pain, his clawing at his throat and his succumbing to the poison, for he failed to notice the boy was covered in a (toxic) paste. People still remember the boy's sacrifice throughout the country, and a statue of him stands before the coliseum to warn foreigners of Ozhvin tenacity.

Ozhvins also enjoy sulzdeh matches (see Chapter Six: Combat).

THE WILD LANDS

Unarmed combat in the Wild Lands follows the Fhokki tradition, even in lands where they are not currently settled. Matches take place in the summer months when there is no real war at hand, as early as Renewal when the men are expecting to be fighting later in the year.

Wrestling events are often accompanied by a staggering variety of other activities: axe-throwing, ball games, capture-the-flag, rowing races and other contests of a mostly physical nature. The brawny Fhokki lust for action and high excitement.

The wrestling matches take place late in the day, after most of the other activities wind down. Unlike matches in most other locations, these fights tend to involve a bit more clothing. Braies and thick shirts are standard. In fact, Fhokki wrestling techniques tend to rely on grabbing the shirts for leverage.

Fhokki wrestling is not a very lucrative career. Prizes in this fair-like atmosphere are utilitarian in nature. Livestock, cloth and wine are common prizes. The Arid Games in Shyta-Thybaj rewards its annual champion with four oxen, six dozen goose eggs, a pound of butter, a tub of lard and two bushels of wheat.

THE GLADIATOR'S MOTIVATION

The gladiators' motivations vary as much as their styles and appearances. Even among the slaves forced to fight at the threat of death for refusal, the motivation to excel is stronger in some than in others. Those slaves that accept their fate must find some other reason for fighting if they hope to survive more than one or two fights.

FREEDOM

The most common and immediate goal for a slave is freedom. In Kalamar and in its former vassal states, slaves have the ability to earn emancipation for winning in certain large events held throughout the year. Typically, each nation has one such annual event. The winner is accorded his freedom after he wins his final match.

This competition among slaves is cutthroat—sometimes literally. Slaves have been known to poison each other, arrange for a rival to be given faulty equipment before a match, or fix matches so that the rival faces a “ringer.” Despite the threat from each other, each slave victory inspires thousands of others and all slaves feel an intense pride at the sight of one of them winning the final, all-important match.

FAME

To be recognized in the streets, to be cheered by strangers, to be hailed as a hero—these desires fill the hearts of many gladiators. The gladiator knows the need for the folk to have a hero, and he eagerly fills that role. Seeing the light in the eyes of the spectators as he walks into the arena, the gladiator feels that he can defeat any foe, endure any punishment, struggle past any adversity.

Going past the local competition, to fight where your fame has preceded you and to represent your home town, is a great goal as well. Some gladiators fight to represent a foreign race. An elf who excels in Eldor, for example, knows that he has done so despite unfair judges, midnight beatings in the barracks, and dirty tricks of every sort. Such a character transcends heroism and fights to improve the status of his home or blood.

Having a reputation as a champion or former champion aids the character in a great number of ways. Instead of having to seek out hirelings, people come to him. People gravitate toward power, and a successful gladiator represents a certain kind of power that goes beyond the ability to stick a sword through somebody.

APPLAUSE

Once a gladiator hears a crowd cheer him, an almost arcane transformation takes place. The effect intoxicates him. Many gladiators find themselves unable to resist the desire to be in that position again. Knowing that he has, even if for only a few moments, the attention and interest of a crowd makes the gladiator feel powerful.

Some gladiators merely bask in the glory of the accolades they receive. They accept it at face value, enjoy it and move on. Others draw inspiration from it. They begin to do things for the crowd's reaction. Like an actor, they need to hear the collective draw of breath at a close blow, see the crowd move to the edge of their seats at an extended meeting of blades, and see the crowd jump to their feet in a shared victory when the death blow strikes home.

FORTUNE

While the slave's status can improve with a win, both bonded and free alike might fight for a better future. Former gladiators often open schools of their own upon retirement from the arena. They might also be asked to serve as militia leaders in dozens of towns, picking and choosing which one offers the best combination of high salary and little work.

The gladiator might be able to make a small fortune in gambling on himself. It seems like an easy bet: if the gladiator wins, he makes money. If he loses, he's dead and it does not matter. It is not quite so simple. For one thing, gamblers know the routine and a bookmaker takes the coins up front to make sure neither party backs out or is unable to pay. Secondly, few matches are to the death.

PRIDE

The gladiator takes as much pride in his work as any craftsman. He has a skill, and one with artistic value (at least to some). Watching a skilled gladiator at work stirs the blood, fires up the imagination and inspires the young. Some gladiators consider it their duty to remain in the arena, providing a visual entertainment for those connoisseurs of the art of death. To these gladiators, as with others, style is as important as the win.

GLADIATORS BY RACE

As long as strength of arms is a source of pride, there will be gladiators in the Sovereign Lands. While it is true that no two gladiators are alike, many fall into two categories: the slave and the freeman. It is certainly common in human-dominated lands for gladiators of other races to be slaves or captives of war. Of course, this is not true in every case, and even a popular slave's race may have as much to do with his gladiatorial fame as it does his legal status.

DWARVES

Settling a conflict by duel used to be an integral part of the dwarven tradition. Now dueling by swords is held in some clans as a crime, no better than fighting in the streets. In others, it's an honored tradition, full of racial ritual and maintaining a tie to the past through traditional garb, the swordmaker's craft and near-religious reverence.

Because of this history, dwarves are likely to become wandering sword masters, although the number of places where

they can find like traditions is small and spread far and wide. Once they have gone from clan to clan in search of a match, many years have often passed, and repeating their circuit might lead them to new prodigies or to more experienced masters.

Dwarves do not frequently become gladiators. If they do, they find that they make admirable wrestlers. Their stocky frame and great strength make them hard to throw or sweep off their feet. Their gritty determination makes them hard to resist in their efforts to do the same to their opponents. Opponents say that the dwarven beard is another place to grab, giving them a disadvantage. Veteran gladiators laugh and encourage the youngsters to actually grab a dwarf by the beard. To the dwarf's mind, such a move ends any sporting aspect of the match, and all moves are legal from this point on.

ELVES

Elves as a race find little entertainment in the spectacles of gore typical of Brolenese and Kalamaran gladiatorial combat. They do, however, take great joy in watching a skilled artisan at work, and many elves see a fighter as just another artisan.

Among themselves, elves practice fighting in a much safer environment, more like modern fencing than blood and sawdust of the Kalamaran coliseum. Protective gear, strict monitoring of legal maneuvers and healers at the ready are all part of the elven combative environment. Unlike the matches of other races, certain use of magic is allowed and even expected. It is all part of the entertainment. Spells like *blur*, *cat's grace*, and *blink* draw applause and laughter from the spectators. *Enlarge* and *Lerasonul's transformation* earn a reprimand and disqualification. Illegal spells directly affect an opponent, make unpleasant smells, or come from a source other than the gladiator (like a scroll or an ally).



Elves are likely to assume the role of sword masters, testing their rapier against all varieties of “lesser” weapons. The wandering lifestyle comes easy to them (and especially so to their half-human offspring). They love the element of danger in facing an opponent of unknown skill and style, and the quick friendships that spring up after a good fight with an honorable opponent.

GNOMES

The gnomes of Reanaaria Bay have served a critical role in the development of wrestling there, and legend credits them with its origin. According to gnomish tales, it was Vialu the Fearless who first wrestled with his brother, Xaranriu, for the principedom of Lain Ril, which is a nearly-forgotten kingdom in the east. In the 3,000 or more years since the brothers fought over their throne, gnomes have been closely associated with bare-handed fighting.

Gnomes in the Kalamaran arenas appear usually as slaves; free gnomes might enter the games once as a challenge, but they won't pursue arena combat for the wealth or fame. While their competitive spirit is strong, they have no lust for the blood of friendly races. They save such emotions for kobolds and goblins.

Sword masters among the gnomes prefer the rapier or the *borfast* (a gnomish short sword). They prefer to restrict their range to a known collection of schools along the Reanaaria Bay and now extending somewhat into the Wild Lands. This preference does not indicate a fear of other races or cultures; rather, it represents a preference for their own style and traditions.

HALFLINGS

Halflings usually like their competition indirect. They prefer an archery contest or an impromptu stone-throwing contest (or better yet, a pie-eating contest) over combat with each other. A test of accuracy, patience, and skill (and maybe appetite) stirs their blood.

When they engage each other, they do it with knives. The halfling equivalent of a sword master carries three knives—one in each hand and a third stuck in the belt. The belt weapon is largely ceremonial these days and rarely comes out, since they don't throw the knives in arranged matches. For most matches, the weapons are wooden facsimiles, but masters use real knives in matches within their own school. Etiquette says that proposing real knives in a test match against a stranger is prohibited. The hidden implication is that harm, not a contest of skill, is your true intention.

Halflings have a unique contest that some say they borrowed from the Fhokki: quarterstaff fighting on top of a log suspended in the air, preferably over water. A log about 20 feet long is secured—usually—and the combatants begin on stands at either end. They meet in the middle and fight until only one is left standing. True masters of this style take on multiple

opponents who try to rush him from both sides at the same time.

Halflings in the arena suffer from a disadvantage due to their small size and relative weakness. If possible, they disarm an opponent, hoping to gain a weapon they can then throw at an enemy. In the Young Kingdoms, the crowds often favor the underdog, and a halfling that makes the attempt can win the crowd's appeal. Free arena gladiators that choose to enter the ring are often roguish types hoping to turn a little skill and a couple of sneaky tricks into quick coin. Their opponents are always alert to the inevitable feint and the strike to the groin or kneecap that is sure to follow. It usually works anyway.

HOBGOBLINS

Hobgoblins have a passion for combat, and if it brings them honor in public, so much the better. Meeting an opponent in the open with steel on steel is a fine opportunity that hobgoblins eagerly seek out. Hobgoblin gladiators of all styles except the mounted knight are common. Hobgoblins consider themselves footmen, and a joust, with its silly rules for safety, is not for them. No hobgoblin in his right mind would consider wearing a woman's frilly garment on his weapon in any case.

Hobgoblins prefer wrestling in their own kingdoms, or in Svimohzish lands, where competitors are not officially divided by weight classes. The provincial humans there, however, consider all hobgoblins to be their hostile neighbors the Kargi, no matter their actual origin, and refuse to treat them with respect. Despite this emotional resistance, the fighting there is among the best: a challenge worthy of a hobgoblin.

Half-hobgoblins that are slaves usually end up in the pits of Pel Brolenon or one of the Kalamaran nations. Free sil-karg gladiators take up a sword and travel, meeting all opponents with dignity.

HUMANS

Humans follow the norms described in the other sections of this book. As in all respects, they are the most numerous and diverse examples. The Kalamaran-style arena is closely associated with human culture, more so than any other type of gladiatorial combat. Most humans choose this form as the most deadly, most challenging, and most rewarding style of combat.

OTHER RACES

Few other races voluntarily engage in these activities. A wide variety of creatures appear as captives forced into arena combat. Some races become gladiators, but they see themselves as clan champions, characters that fight for the honor or defense of their home and people.

Noteworthy exceptions include centaurs, who practice a dangerous combination of jousting and archery, giants with their rock-hurling duels, and wemics with bare-handed skirmishing for tribal dominance.

GLADIATORS AND OTHER CLASSES

Gladiators are often loners, but may band together with any adventurers who frequently travel to distant towns and cities where they can improve their fighting styles, learn new styles, boost their fame, and increase the weight of their coin pouch. The gladiator often considers any conflicts in between arenas as mere training for the bouts ahead.

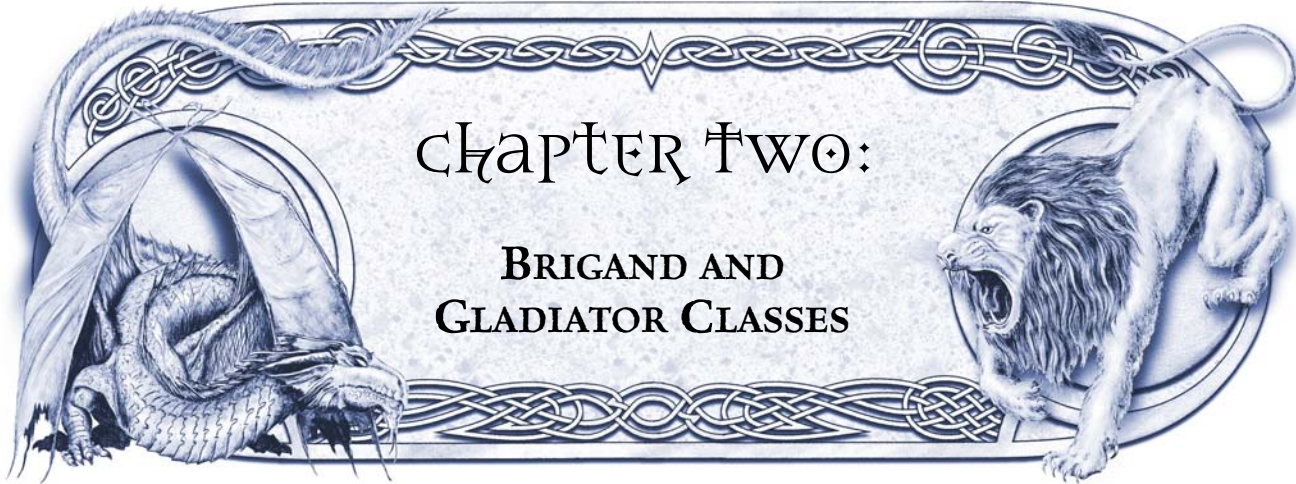
CAMPAIGN ROLE

The gladiator is a fighter that seeks the greatest audience for his heroism. Silent, unappreciated valor is wasted. As such, the gladiator often travels, hoping to increase his fame by meeting more people, face new challenges, and learn from the rare few that are better than he.

This wandering life is very similar to the pursuits of most adventurers. The gladiator is a natural to join an adventuring party, and adventurers welcome the gladiator. A powerful fighter is useful in almost any group.

The only concern the other adventurers might have arises when a gladiator is too eager for glory. Taking on impossible odds, challenging superior creatures to one-on-one combat, and otherwise biting off more than he can handle—and by extension more than his adventuring companions can handle—can strain friendships.

CHAPTER TWO: BRIGAND AND GLADIATOR CLASSES



The *Dungeon Master's Guide* mentions variant classes as an option for creating character classes that share qualities with existing classes but are distinctly different. This gives the DM almost unlimited opportunities for customizing classes that fit different cultures, roles, and even timelines.

The brigand and gladiator are variant classes specific to Tellene. Their game mechanics and descriptions follow.

BRIGAND

"Any time you see four brigands walking together without arguing, a robbery has just taken place."

– Ulgrum Talek, dwarven watchman

If you find yourself looking for a charismatic fighter that spits in society's eye, but you want to be sure you can sneak around and avoid capture while doing so, the brigand is the class for you. But how did you become a brigand? After all, brigands are not born, nor trained - brigands are made by circumstances.

A formerly simple peasant who is oppressed by his lords, then raises a band of men and lives in the forests, robbing from the rich and giving to the poor, qualifies as a brigand. An orphaned youth who grows up on the streets and turns to simple, brutal crime to survive also qualifies as a brigand. Brigands often turn to a life of crime because of hardship suffered in the past, though this is not always the case. A rich young nobleman who wears a mask and assaults passing travelers for fun and profit is also a type of brigand.

When making a brigand, be sure to keep notes on your background, as well as your motivation.

MAKING A BRIGAND

On the surface, your motivation seems simple. You're in it for the money. Robbing defenseless merchants is an easy way to improve your social standing—at least among other brigands. In truth, however, this is not always the case. Often, wealth is a means to an end. You might have a long-term plan to buy a ship and become a legitimate trader, seek to pay off a large debt, or

wish to gain enough gold for an expensive spell to undo some curse, disease, or other type of condition (including the death of a loved one).

Independence is another large benefit. No noble, no church, no guild master tells you what to do. Even the leader of a band of brigands only rules by the will of his followers. You are free to travel as you desire—as long you avoid being caught. You can love who you want, say what you want, take what you want, and do what you want.

Some brigands disguise their activities as a protest against high taxes, immoral actions taken by the nobility, or personal injustices levied against them. However, these brigands are rare. More often, the "wronged noble" image is either a fanciful justification or an outright lie designed to add an element of the exotic to the brigand's reputation. Falsely honorable brigands



use their claimed morals to recruit dissidents and patrons. Enemies of the state in which the brigands ply their trade might supply them with weapons, horses or magical potions and scrolls. The brigand's legitimate claim also gives him or her a reputation as a rebel or "freedom fighter." Merchants and travelers find it easier to surrender their goods to well-intentioned radicals than to murderous thieves.

Your brigand, like all other people, will probably grow and develop over time. A particular brigand might start out with a sense of honor and then realize just how much money he can accumulate over time. If his honorable goals fail to achieve any success, he might be content to amass enough wealth to move elsewhere and retire to a life of ease. The good brigand who fails to change his world might move to a colony with old-fashioned morals, or at least a neighboring nation where they speak the same language.

Abilities: Charisma determines the effectiveness of many of the brigand's class features, and should always be the prime consideration. Strength and Dexterity are next in importance, usually followed by Constitution, Wisdom and Intelligence.

Races: Brigands are typically human, but a member of any race may become a brigand. Half-hobgoblins, half-orcs and hobgoblins frequently become brigands. Of the elves, wild elves and drow are the most likely to become brigands. Dwarves who have been cast out of their clan, or halflings and gnomes who have turned their backs on the finer things in life, are possible brigands.

Alignment: Brigands are much more likely to be chaotic, or even neutral, than lawful. True neutrality is possible, though unlikely. Both good and evil brigands are found throughout Tellene.

Starting Gold: 6d4x10 gp (150 gp).

Starting Age: Varies by race. See Vital Statistics, in Chapter One: Races.

CLASS FEATURES

You are a self-serving warrior, whom the threat of law enforcement has forced to rely on stealth as well as brute force. Thus, you share some elements in common with both the fighter and the rogue, though you are perhaps less versatile than a bard. Your key feature is the ability to overawe an opponent—being able to win a confrontation without ever raising a weapon. Your attitude, charisma, poise and reputation all contribute to this ability. While not equal to a fighter in combat, or to a rogue in guile, you can still get yourself out of a tight spot (or into an

TABLE 2-1: THE BRIGAND (Hit Die: d8)

LEVEL	BASE	FORT	REF	WILL	SPECIAL
	ATTACK BONUS	SAVE	SAVE	SAVE	
1st	+0	+2	+0	+0	Improved Bluff, bonus equipment
2nd	+1	+3	+0	+0	Sneak attack +1d6
3rd	+2	+3	+1	+1	Evasion; Eyes of Fury
4th	+3	+4	+1	+1	Trap sense +1
5th	+3	+4	+1	+1	Sneak attack +2d6, uncanny dodge
6th	+4	+5	+2	+2	Fearsome Appearance
7th	+5	+5	+2	+2	
8th	+6/+1	+6	+2	+2	Sneak attack +3d6, trap sense +2
9th	+6/+1	+6	+3	+3	Improved uncanny dodge
10th	+7/+2	+7	+3	+3	Commanding Presence
11th	+8/+3	+7	+3	+3	Sneak attack +4d6, bonus feat
12th	+9/+4	+8	+4	+4	Trap sense +3
13th	+9/+4	+8	+4	+4	Great allure, bonus feat
14th	+10/+5	+9	+4	+4	Sneak attack +5d6
15th	+11/+6/+1	+9	+5	+5	Bonus feat
16th	+12/+7/+2	+10	+5	+5	Trap sense +4
17th	+12/+7/+2	+10	+5	+5	Sneak attack +6d6
18th	+13/+8/+3	+11	+6	+6	Superior allure
19th	+14/+9/+4	+11	+6	+6	
20th	+15/+10/+5	+12	+6	+6	Sneak attack +7d6, trap sense +5

Class Skills (4 + Int modifier per level, x4 at 1st level): Bluff (Cha), Climb (Str), Craft (Int), Disguise (Cha), Gather Information (Cha), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Move Silently (Dex), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis). See Chapter 4: Skills in this book and in the *D&D Player's Handbook* for skill descriptions.

otherwise secure location) simply by intimidating your opponent.

Weapon and Armor Proficiency: Brigands are proficient with simple weapons, and all small and medium martial weapons. They are proficient with light armor and medium hide armor (but not with other medium armors), and with light shields.

Improved Bluff: The brigand receives a +4 bonus on all Bluff checks.

Bonus Equipment: A brigand receives an additional 4d4 x 10 gp worth of starting equipment.

Sneak Attack: The brigand can sneak attack (see the rogue class) as noted on Table 2-1: The Brigand.

Evasion (Ex): The brigand gains evasion (see the rogue class) as noted on Table 2-1: The Brigand.

Eyes of Fury: The brigand gains Eyes of Fury (see Chapter Five: Feats) as a bonus feat.

Trap Sense (Ex): The brigand gains trap sense (see the rogue class) as noted on Table 2-1: The Brigand.

Uncanny Dodge (Ex): The brigand gains uncanny dodge (see the rogue class) as noted on Table 2-1: The Brigand. If a brigand already has uncanny dodge from a different class (a brigand with two levels of barbarian, for example), he automatically gains improved uncanny dodge (see below) instead.

Fearsome Appearance: The brigand gains Fearsome Appearance (see Chapter Five: Feats) as a bonus feat.

Improved Uncanny Dodge (Ex): The brigand gains improved uncanny dodge (see the rogue class in the PHB).

Commanding Presence: A 10th-level brigand can frighten enemies who fail a Will save at DC 10 + brigand's Charisma bonus. An opponent that is frightened immediately flees (using

any means in their possession, even magic), if able. If unable to flee, the opponent may stay and fight, though it suffers a -2 morale penalty on all attack rolls, saving throws, skill checks and ability checks. This ability is a gaze attack that the brigand can use once per round as a free action. It has a range of the brigand's natural reach plus 5 feet, and a duration of 1 round + brigand's Charisma bonus. This ability duplicates the effects of the feat of the same name.

Bonus Feat: The brigand gains a bonus feat. The feat must come from this list: Alertness, Circle of Friends, Combat Reflexes, Deceitful, Dodge, Endurance, Fearless, Great Fortitude, Greater Two-Weapon Fighting, Greater Weapon Focus, Improved Feint, Improved Initiative, Improved Two-Weapon Fighting, Improved Unarmed Strike, Instant Stand, Iron Will, Lightning Reflexes, Persuasive, Quick Draw, Run, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus.

Great Allure: A 13th-level brigand receives a +2 bonus on all Charisma-related checks, including skill checks, opposed checks, and DCs for the Eyes of Fury feat. The bonus from this ability stacks with the Gorgeous feat.

Superior Allure: An 18th-level brigand receives a +4 bonus on all Charisma-related checks, including skill checks, opposed checks, and DCs for the Eyes of Fury feat. The bonus from this ability stacks with the Gorgeous feat.

PLAYING A BRIGAND

For a brigand, an adventure is often simply another way to get paid. Most brigands prefer to band together in small groups and make their living by assaulting passing travelers and innocent villagers. You, on the other hand, are the rare brigand who joined an adventuring party. You probably found a strong group of heroes in hopes of 'tagging along' and getting an equal share of treasure and glory—in exchange for little physical work.

RELIGION

Brigands commonly worship Risk, though the Great Huntress and the Profitmaker are also revered, if less often. Evil brigands worship the Confuser of Ways above other evil deities.

OTHER CLASSES

Brigands warm to bards, fighters and rogues, overall. In a party missing one or more of those classes, the brigand often steps in to fill the role. Of course, they prefer to let the other party members try (and fail) before stepping in to 'save the day.' Brigands are often wary of wizards and sorcerers, and disdainful of paladins and clerics (unless they worship the same deity). A brigand passes judgment on barbarians, druids and monks on an individual basis.

COMBAT

A brigand's talent in combat lies with his brain even more so than his brawn, and you should plan your tactics based on the situations in which you find yourself. You may scout out your

target in the woods, immobilizing or delaying them with a deadfall across their path, a pit, or by a dangerous monster led to their vicinity. Less common methods include a snare that injures or kills a draft animal, a swinging log trap that smashes a wagon wheel, or a huge net thrown over multiple targets.

Missile weapons and good mounts also make a credible threat. The ability to fire and retreat until the defenders are worn down is something any foe must take into consideration when he refuses to give in to a brigand's demands. In the mountains, a triggered avalanche might crash ahead of your enemies so as to stop them without injury to man or beast. The avalanche might also be set to strike the enemy itself, although this tactic runs the risk of burying the precious loot under tons of debris. Aggressive brigands use this method, though, since it is more likely to damage or kill defenders.

Cities have a wide variety of features that make for excellent encounters. You might be perched on a rooftop, hidden in a shadowy alleyway, or firing from a window. Of course, urban settings can be the most dangerous wilderness of them all. Help from danger might be only a few feet away, safely inside a building, where it sits concerned with its own welfare and cares little about extending aid to another in need. However, a threat could be just as close—the merchant who just sold you a fat goose, the corrupt constable with his trusty club, or the gang of youths with a callous indifference for the lives of their marks.

ADVANCEMENT

Brigands that fall outside of any nation's sovereignty are a problem. In order to encourage civil aid and to solicit bounty hunters, officials sometimes offer a bounty for the capture or death of notorious brigands. Sometimes the announcement of a bounty is enough to deter a brigand. Fearing treason even among his own band, the brigand may hide or flee the country.

More often, the bounty appeals to the brigand's ego. He begins behaving more outrageously, in an effort to raise the bounty as high as possible. The brigand might become cocky, leaving a copy of the bounty notice behind when he strikes a target. He may even show contempt by riding within sight of the keep or palace of the noble that offered the bounty. Of course, to stay alive when you're being hunted like a wild animal, you have to be careful in your selection of abilities.

Do you need to improve your defenses, buying better armor, adding skill points to Hide, Listen, Move Silently and Spot skills, and considering feats like Combat Expertise, Dodge, Eyes of Fury, Shield Specialization and Toughness? Or do you want to take them out before they take you? In that case, you need to think about adding different or more powerful to your arsenal, improving your Bluff and Intimidate skills, and taking feats such as Point Blank Shot, Power Attack, Weapon Finesse and Weapon Focus.

If you're considering multiclassing, you might want to add a level or two of fighter to give yourself some increased combat ability and additional feats. Alternatively, you could take a level

Greed and Glory: A Guide to the Brigand and Gladiator

of ranger to provide some useful wilderness skills and the favored enemy bonus, with the combat style at 2nd level. If you're interested in adding some spellcasting ability, think about the spellsinger class. While it is somewhat limited in spell selection when compared to the sorcerer or wizard, you don't have to give up your armor.

Charisma determines the effectiveness of many of the brigand's class features, and should always be the prime consideration. Strength and Dexterity are next in importance, usually followed by Constitution, Wisdom and Intelligence.

SAMPLE STARTING PACKAGE

Hobgoblin Brigand

Ability Scores: Str 12, Dex 13, Con 11, Int 10, Wis 10, Cha 15

Skills: Bluff, Gather Information, Hide, Intimidate, Knowledge (local), Move Silently, Spot, Survival.

Languages: Hobgoblin, Merchant's Tongue.

Feat: Exotic Weapon Proficiency (bastard sword).

Weapons: Bastard sword (1d10/19-20), shortbow with 20 arrows (1d6/x3, 60 ft.).

Armor: Studded leather (+3 AC).

Other Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel, 54 gp.

BRIGANDS IN THE WORLD

"Heroes? They are but novice brigands on the path to fame."

— halfling brigand Mari Padrahan, when asked about a passing adventuring party

While brigands across the Sovereign Lands share many things, they are also different. Bands differ according to their motivation, weapons, number and makeup, and the skills of the individuals within the bands. The most marked difference among them is perhaps the region in which they operate.

DAILY LIFE

The brigand lives on the land, supplementing his needs by preying on those too weak or too timid to protect their own property. He typically lives in rugged, wild country that is considered dangerous by some (the brigand's victims) and beautiful by others (the brigand himself). The brigand has a freedom unmatched by land-bound serfs, nobles locked into their position by birth, and clerics chained to the will of their masters within the church. When not with an adventuring party, the brigand practices his craft alone or with his comrades.

NOTABLES

Brigands gain notoriety for their deeds. Reputation, in fact, is the brigand's main weapon. By adapting a life of crime and exile instead of choosing to be bound by society's laws, the brigand is expressing his distaste for those laws—or, more likely, the lawmaker. The brigand may want to maintain a good reputation so that he does not lose his allies among the common folk, who provide him with warnings about royal bounty hunters, infor-

mation on rich nobles passing through the land, and refuse to give out information on the brigand's hideout. However, he also needs to maintain a reputation of strength and might so that those he attacks are willing to cooperate with his demands.

Jelal Nashesh is a Deji member of the Swift Arrows, a band that raids along the northern border of Paru'Bor and the eastern border of O'Par, or along the plains north and east of the Pipitul Woodlands. The band recruited him because of his hatred and rage, and his dislike of nearly all people—and because of his supernatural skill with a bow. Jelal is an asset to the band if a raid turns to battle, but in between hostile actions directed toward the band's victims, Jelal turns his rage toward others within the band. As such, they take his bow except when he is hunting or raiding. Without it, Jelal is far more tractable.

The chief scout of the Two-Fisted Monkeys, a small band in eastern Tarisato, is a half-hobgoblin ranger known as "Drez" (short for Drezhulkur). Drez knows the lands south of the E'Korug River better than anyone, and he guides the band confidently through populated areas to hit distant targets. Drez rarely speaks, and the brigand leader is desperate for another member of the band to learn his talents, since no one knows Drez's true motivations or loyalty.

ORGANIZATIONS

While some brigands work alone, most choose to band together in groups. After all, there is safety in numbers, and a band of brigands is even more terrifying than just one. A band of brigands is typically founded when a disgruntled person chooses to leave his ordered and predictable life for a life of his own in the wild. He might take a few friends with him, forming the core of what is to become a brigand band. Whatever his motivation, the new brigand carves a life for himself as a disruptor of trade and commerce. While he might start by stealing from neighboring farms, he quickly escalates to robbing lone travelers and merchants.

Once the brigand establishes a reputation, others come to join him. When the band's numbers grow large enough, they begin to assail the iconic traveling caravan composed of multiple wagons drawn by horses or oxen and guarded by mercenaries or warriors loyal to the merchant house.

While such characters are probably members of the brigand class, brigands appreciate any outside skills others can bring to their band. Some of these characters take a level of brigand to augment their other skills, but most of them share more in the way of mindset and attitude than actual class skills and abilities.

NPC REACTIONS

The brigand's threat to a wide cultural spectrum makes him a likely foil for characters of any motivation. Noble lords feel obligated to hire someone to deal with the brigands if their own soldiers are ineffective (or are of such low morale that the lord fears mass desertion will increase the brigands' numbers). Churches find the threat to trade dangerous or even sinful. Merchant houses or guilds might provide funds from their own

coffers, beyond what they spend on guards, to adventurers that are willing and able to hunt down cagey brigands.

Nevertheless, adventurers had best be on the look on for NPCs that react to the brigand band in unexpected ways. The informant that lets them know when a caravan is leaving town, the fence who buys their goods without question, or the quiet cleric who tends to their wounds are all an important part of the band, without being actual members. The brigands might have lovers or spouses that attach their prosperity to the band's as well. Unwilling slaves, taken during a raid on a caravan or a village, might also swell a band's numbers. Hero-worshipping youths might attach themselves to a band, hoping to ingratiate the members with obsequious service to one brigand or another. These might double or triple a band's numbers.

BRIGAND LORE

Characters with ranks in Gather Information or Knowledge (local) can research local brigands in order to learn more about them. If a character succeeds at this skill check, he also receives any information from DCs lower than his successful check.

DC 10: Most brigands waylay travelers and attempt to coerce them into handing over their valuables. If intimidation fails, he uses force. Many band together with others of similar character.

DC 15: Brigands are skilled at sneaking and detecting traps, though less so than a rogue of similar experience.

DC 20: Brigands are adept at frightening their opponents with the force of their personality alone.

BRIGANDS IN THE GAME

Brigands that join adventuring parties often fall into the same role that brigands take when they band with each other. They have one mindset: hunt something elusive and take its treasure. Whether the "something" to be hunted is a wizard, dragon, band of orcs, or lich, that's just fine with the brigand.

ADAPTATION

Brigands enjoy being with an adventuring group. The additional magical capability offers more options, while dedicated fighters promise sound backup. While not everyone in the party shares the brigand's view of stopping to enjoy his treasure once in a while, or of being independent of church and noble, the brigand is able to apply his tactical skills among a group that appreciates what he has to offer. You could use the brigand as a replacement for an existing class, such as the fighter or rogue, but perhaps the most interesting way to introduce the brigand class is as the planner of that targets – or aids – the PCs.

After all, the brigand's chance to shine comes into play particularly when planning an ambush. The brigand can use his class abilities to enhance his allies' ability to surprise a creature, and its ability to damage it or frighten it with words once the creature is trapped. His attacks and ability to apply sneak attacks means that he can deal impressive amounts of damage in the initial round of combat.

SAMPLE ENCOUNTER

Most brigands will be encountered on lonely wilderness roads, but they can also appear in urban settings with equal ease. Exactly how many brigands you set against the PCs should depend on their level. Certainly lone brigands operate in back alleys of cities and in the wide open places between cities, preying on lone unguarded travelers. Huge bands of hundreds exist in the wild, too, forming their own virtually self-sufficient communities. Such large bands are always under the threat of division; the independent nature of their members makes government through delegates break down quickly. A band is best ruled by a single charismatic leader who is able to force his will (when necessary) on the whole group.

EL 8: Zwal-tog, a half-hobgoblin raider, is leader of a small band in eastern Tarisato known as the Two-Fisted Monkeys. Zwal-tog dislikes magic, and is paranoid about magical infiltrators. He is very careful about protecting his band's hideout. He has a detailed schedule of patrols and sentries around the low hill on which the band's lodge hides. Above all, Zwal-tog scrutinizes any individual band member that is separated from the group for more than a few minutes.

ZWAL-TOG

Male half-hobgoblin brigand 8
NE Medium humanoid

Attack and Movement

Init +8
Melee +1 heavy mace +9 (1d6+2/x2)
Ranged mwk light crossbow +9 (1d8/19-20)
Base Atk +6; **Grp** +7
SA sneak attack +3d6
Speed 30 ft. (6 squares)

Defense

hp 47
AC 20, touch 13, flat-footed 17
Fort +8, **Ref** +5, **Will** +4
SQ evasion, trap sense +2, uncanny dodge

Traits

Racial darkvision (60 ft.)
Abilities Str 13, Dex 16, Con 12, Int 10, Wis 11, Cha 18
Skills Bluff +14, Diplomacy +6, Disguise +4 (+6 when being observed and acting in character), Gather Information +6, Hide +8, Intimidate +11, Knowledge (local) +5, Knowledge (nature) +2, Listen +6, Move Silently +9, Sleight of Hand +5, Spot +5, Survival +5
Feats Eyes of Fury, Fearsome Appearance, Improved Initiative, Iron Will, Weapon Focus (mace)
Languages Hobgoblin (Kors dialect), Merchant's Tongue

Deity Worshipped Risk

Equipment

+1 chain shirt, +1 light steel shield, +1 heavy mace, masterwork light crossbow with 20 bolts, smokestick, miscellaneous gear

GLADIATOR

“Sometimes I kill who I want to. The rest of the time, I kill who I have to.”

– Svimohz gladiator Movamo Yahul

While the term ‘gladiator’ immediately conjures up images of a scarred slave with his arms raised in the air and thousands of screaming fans filling a vast auditorium around him, this iconic image (although certainly correct in its own right) is just one archetype among many.

After all, public fighting is common across Tellene, ranging from friendly wrestling matches and staff fights in the smaller towns and cities, to lethal conflicts in the arenas of the Kalamaran Empire and the Theocracy of Pel Brolenon, to name the two most prominent. Whether free or slave, fighting solo or with a team, the gladiator is any veteran of these arenas—a professional warrior who has survived numerous challenges against a multitude of foes in contests of skill and strength.

The gladiator class is an excellent choice if you want to play a dangerous, hard-hitting fighter variant with a personality so vibrant that he can instill fear in his foes and gain strength from his audience.

MAKING A GLADIATOR

Like standard fighters, gladiators have a high Armor Class and many hit points. Gladiators do not receive fighter bonus feats, but do gain a variety of combat features. Also like fighters, gladiators come to their profession in many ways, their motivations varying as much as their styles and appearances. Even among the slaves forced to fight at the threat of death for refusal, the motivation to excel is stronger in some than in others. Those slaves that accept their fate must find some other reason for fighting if they hope to survive more than one or two fights.

Regardless of his origin, the gladiator is a fighter that excels in combat in front of others. Whether the match is an athletic competition or a duel to the death, the gladiator needs his audience as much as they need to see him. The cheering crowds, the tension of the match, the bravura that masks the fear and doubt—these are food and drink to a gladiator.

Once a gladiator hears a crowd cheer him, an almost arcane transformation takes place. The effect intoxicates him. Many gladiators find themselves unable to resist the desire to be in that position again. Knowing that he has the attention

and interest of a crowd, even if for only a few moments, makes the gladiator powerful.

Abilities: Strength most directly determines the gladiator’s effectiveness in combat, so it is of prime importance. Dexterity is important because the gladiator often wears light armor and many may choose to forgo the use of a shield in preference for two-weapon fighting. A high Charisma is important for feinting skills and frightening opponents, while Constitution improves the sturdiness and survivability of the gladiator.

Races: Human gladiators draw attention due to their strength and size. For the same reason, half-orcs, half-hobgoblins and hobgoblins also make excellent gladiators. Dwarves, while smaller, are equally powerful. Particularly agile and graceful elven and halfling slaves might become gladiators. Gnomes skilled in hand-to-hand combat more often tend to man the front ranks of a militia force fighting their enemies; they consider fighting for sport a waste of a good soldier. Halfling gladiators are rare; those that do exist usually display exceptional skill and form with one of their racial weapons.

Alignment: Gladiators can be of any alignment. They might be honorable warriors who wish to test themselves against others in nonlethal combat, or bloodthirsty killers who disguise their lust behind a facade of showmanship.

Starting Gold: 4d4x10 gp (100 gp).

Starting Age: Varies by race. See Vital Statistics, in Chapter One: Races.

TABLE 2–2: THE GLADIATOR (Hit Die: d10)

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1	+1	+2	+2	+0	Center of attention, Exotic Weapon Proficiency
2	+2	+3	+3	+0	Arena veteran +1, gladiator’s ruse
3	+3	+3	+3	+1	
4	+4	+4	+4	+1	Weapon diversification
5	+5	+4	+4	+1	Arena veteran +2
6	+6/+1	+5	+5	+2	Improved Feint
7	+7/+2	+5	+5	+2	
8	+8/+3	+6	+6	+2	Improved weapon diversification
9	+9/+4	+6	+6	+3	Arena veteran +3
10	+10/+5	+7	+7	+3	Critical focus
11	+11/+6/+1	+7	+7	+3	
12	+12/+7/+2	+8	+8	+4	Arena veteran +4
13	+13/+8/+3	+8	+8	+4	Notorious style
14	+14/+9/+4	+9	+9	+4	Arena veteran +5
15	+15/+10/+5	+9	+9	+5	Expert feint
16	+16/+11/+6/+1	+10	+10	+5	
17	+17/+12/+7/+2	+10	+10	+5	Arena veteran +6
18	+18/+13/+8/+3	+11	+11	+6	
19	+19/+14/+9/+4	+11	+11	+6	Legendary style
20	+20/+15/+10/+5	+12	+12	+6	Arena veteran +7

Class Skills (2+ Int modifier per level, x4 at 1st level): Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (fighting styles) (Int), Knowledge (monsters) (Int), Knowledge (races) (Int), Listen (Wis), Spot (Int), and Tumble (Dex). See Chapter 4: Skills in this book and in the *D&D Player’s Handbook* for skill descriptions.

CLASS FEATURES

Gladiators are strong in personal combat, excelling above most other characters when facing a single opponent in melee, especially in front of a crowd. Their strength lies in outmatching an opponent's skill, adapting quickly and mastering a variety of weapons.

Weapon and Armor Proficiency: The gladiator is proficient in the use of all simple and martial melee weapons, with light and medium armor, and with shields.

Center of Attention (Ex): The gladiator thrives on attention. In a battle with an audience and when the gladiator is fighting alone, or beside another gladiator, she gains a morale bonus to all attack rolls. This bonus is equal to +1 for each factor of 10 in the audience. Thus, 10 or more cheering companions give her a +1 bonus, 100 or more gives +2, 1,000 give +3, etc. These spectators may not be involved in a battle themselves. With this bonus, gladiators can achieve heroic results in battle.

Exotic Weapon Proficiency: A gladiator gains Exotic Weapon Proficiency as a bonus feat on a melee weapon of her choice.

Arena Veteran (Ex): The gladiator trains to exploit every weakness and opportunity her foe presents. The gladiator gains the indicated bonus on all attacks of opportunity, and can make a number of additional attacks of opportunity in a round equal to the indicated bonus.

Gladiator's Ruse (Ex): The attacks of a master gladiator are very deceptive, and opponents find it increasingly difficult to separate the feint from a real attack. When using the Bluff skill to feint in combat, the gladiator gains a bonus equal to her class level as a modifier. She also adds this bonus as a modifier to Sense Motive checks when trying to detect a feint.

Weapon Diversification (Ex): At 4th level, when a fighter might specialize in a single weapon, the gladiator has learned most weapons. She suffers only a -2 penalty for using a weapon with which she is not proficient.

Improved Weapon Diversification (Ex): At 8th level, the gladiator never suffers a penalty for lack of proficiency, no matter how foreign or exotic the weapon. The gladiator does not become proficient in these weapons, he merely suffers no penalty when using them. This does not qualify the gladiator to take feats such as Weapon Focus for these weapons, unless he acquires proficiency in that weapon.

Improved Feint (Ex): At 6th level, the gladiator gets the Improved Feint feat, even if he does not possess the prerequisites.

Critical Focus (Ex): At 10th level, the gladiator doubles the critical threat range and/or increases the critical damage modifier by one when facing a single opponent. For example, an orc double axe in the hands of a 10th-level gladiator would threaten on 19-20 and have a critical modifier of $\times 4$.

Notorious Style (Su): At 13th level, the gladiator gains the ability to instill fear in his enemies. By taking a standard action to display her prowess with a weapon, the gladiator forces all opponents within 40 feet to make Will saving throws at a DC of

15 + the gladiator's level (in her gladiator class). Opponents who fail their saving throw are shaken, those that fail by more than five are frightened, and those that fail by ten or more are panicked (see pages 84-85 of the *Dungeon Master's Guide* for the rules on shaken, frightened and panicked conditions.) Displaying the weapons includes making feints, swinging the weapon and generally showing off. During this time, the character may take no other actions.

Expert Feint (Ex): At 15th level, the gladiator can use the Bluff skill to feint in combat as a free action that does not provoke an attack of opportunity. This ability can only be used once per attack.

Legendary Style (Ex): At 19th level, the gladiator gains a bonus to damage equal to half his level when fighting a single opponent.

PLAYING A GLADIATOR

You love attention, and the glory of adventuring attracts you like a moth to a flame. You prefer your payment in fame rather than fortune, and you might be disappointed if an adventure does not promise to include a measure of danger. You always want to be the first to accomplish something. If you learn no one has survived the "death trap mountain," you will probably announce your claim to be the first.

To be recognized in the streets, to be cheered by strangers, to be hailed as a hero—these desires fill your heart. You know the need for the folk to have a hero, and eagerly fill that role. Seeing the light in the eyes of the spectators as you walk into the arena, you feel that you can defeat any foe, endure any punishment, struggle past any adversity.

Going past the local competition, to fight where your fame has preceded you and to represent your home town, is a great goal as well. Some gladiators fight to represent a foreign race. An elf that excels in Eldor, for example, knows that he has done so despite unfair judges, midnight beatings in the barracks, and dirty tricks of every sort. Such a character transcends mere heroism and fights to improve the status of his home or blood.

Having a reputation as a champion or former champion aids you in a great number of ways. Instead of having to seek out hirelings, people come to you. People gravitate toward power, and a successful gladiator represents a certain kind of power that goes beyond the ability to drive a sword through a body.

RELIGION

While gladiators often worship the Way of the Berserk, the majority of them worship the Powermaster above all. Other gods, less often revered, include the Knight of the Gods, the Storm Lord and the Laughter. Few other gods find consistent representation among gladiators.

OTHER CLASSES

You appreciate the art of showmanship and artistry demonstrated by bards and rogues. You value the companionship of

any character that acquits himself bravely in battle, but you prize style as much as you admire courage.

COMBAT

The gladiator's main role in combat is similar to that of the typical melee combatant. Decide on your best tactic, and then move into melee combat with your enemy – or enemies, depending on your talents (or courage). Single combat is always the safest bet. You should resist the temptation to battle multiple opponents unless you are of high enough level to use the gladiator's Notorious Style, or a feat like Commanding Presence, Eyes of Fury or Fearsome Appearance to shake or unnerve your foes before entering into combat. Should you be defeated, you remain at the mercy of your foes, unless your allies can rally to retrieve you.

If you fall in arena combat, your fate depends on your favor at the time. Unless you have offended the judge (such as Emperor Kabori in Bet Kalamar; otherwise the local ruling lord), your life will probably be spared. On the other hand, certain matches might be pre-ordained as fights to the death. In advance of such a match, the judges usually order red banners run up poles in the arena. Colorfully dressed servants, who caper and dance around with a morbid humor, remove the bodies of gladiators killed on the field. While one of these servants attracts the crowd's attention, another one delivers a fatal strike to the body with a punch dagger (a coup de grace attempt) to make sure the gladiator is not faking his death.

If you fight cowardly, and lose, the lord might order the winner to finish you off. If you manage to win, the crowd will pummel you with peach pits or other leftovers from treats eaten during the day. The judge may even decree you must continue to fight until dead, as punishment for your cowardice.

ADVANCEMENT

When determining what feats to improve as you advance in level, consider what type of gladiator you are playing, or what type you want to become, as well as the type of weapons you use. For example, do you favor one-on-one combat, chariot races, wrestling, beast-fighting or team events? Do you use a sword, a spear, or trident and net? Do you fight armored or unarmored? Do you focus only on mounted events where great skill as a rider is required? Are you more interested in dealing great amounts of damage or in avoiding damage while exhausting your foe with a multitude of smaller attacks?

Regardless of your style, some feats are almost essential. Improved Initiative allows you to act first, while Toughness provides a few needed extra hit points. Weapon Finesse and/or Weapon Focus improve your proficiency with your weapon, and Combat Expertise and its subsequent feats provide a variety of combat options, as do feats in this book like Patience and Know Your Enemy.

Having a wide assortment of skills may be arguably less useful for gladiators than for any other class. However, any gladiator should consider adding Bluff checks to feint, and

Intimidate checks to weaken an opponent's resolve. Some points in Listen and Spot checks will help you avoid attacks from unexpected locations, while Knowledge (fighting styles, monsters and races) can improve your odds of knowing your opponent's weak spot. Add points to Balance, Jump and Tumble checks if you are one of those nimble, light-footed gladiators. If you are a beast-fighter, you should definitely add points to Handle Animal. If you only enter mounted events, be sure to add points to the Ride skill. Putting any extra points into Climb and Hide can be useful for those rarer occasions when a variety of terrain is introduced into the arena.

SAMPLE STARTING PACKAGE

Half-orc Gladiator

Ability Scores: Str 16, Dex 13, Con 12, Int 9, Wis 10, Cha 12.

Skills: Bluff, Intimidate, Knowledge (fighting styles), Knowledge (races), Listen, Spot.

Languages: Orcish, Merchant's Tongue.

Feat: Improved Initiative.

Weapons: Longsword (1d8/19-20), dagger (1d4/19-20), heavy spiked shield (1d6/x2).

Armor: Studded leather (AC 3), heavy wooden spiked shield (AC 2).

Other Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel, 23 gp.

GLADIATORS IN THE WORLD

"A dwarf's? No. A man's?"

– hobgoblin gladiator Makkel Grond, asked if he could crush a dwarf's skull with one hand

The gladiator fights in a public coliseum for the enjoyment of others. While given some small choice of weapons, the ancient gladiatorial combat of many lands, particularly Kalamar, is ritualized and formalized such that the choices are few and academic. This ritual and tradition may be the product of hundreds of years of gladiatorial games.

Of course, this is not always the case. The Brolenese slave pits are far less formalized than their Kalamaran counterparts. For one thing, the gladiators do not match up against traditional enemies. Weapons are chosen by the owner or by the slave's trainer based on what he thinks the opponent will use. More often than not, the weapons are large, chosen for their ability to inflict damage and for visibility at a distance.

Greatswords, halberds, spiked chains, and greataxes are common. The slave's proficiency, Strength score, and other attributes are not always a factor. The social aspect of gladiatorial fighting in Pel Brolenon is also completely different from the atmosphere in Kalamar. All of the glory goes to the owner, not the slave. The slave merely performs tricks, much like a trained animal. The owner receives the accolades, although he might share some of the credit with the slave's trainer if he feels generous.

DAILY LIFE

When not fighting in an arena or amphitheater, a gladiator might spend hours in training. After all, the gladiator's life can be even more dangerous than the fighter's. A walled city or town is not a break from the dangers of the wild, it is merely the next battlefield. When not traveling, training or fighting, a gladiator might spend some time playing games, relaxing at the local baths (if any), or even strolling along the streets in hopes of attracting a pleasant "diversion." The latter is not often difficult, since gladiators are quite idolized by both sexes.

NOTABLES

Gladiators gain fame for their number of victories in the arenas, or by the spectacular ways they achieve those victories (such as with a particular combination of weapons or by a certain technique of killing or wounding an opponent). "Scarlet" Onvlen of Vrendolen, who wields the deadliest scimitar and punch dagger combination in the slave pits of Pel Brolenon, is one such gladiator.

Other notable gladiators of Tellene include the infamous Dataris the Chain Master of Tokis, whose prowess was discovered when he killed one of his handlers with the chains that bound him, and "Ogre" Gelanar, a Paruvian wrestler said to have arms thick as young oaks.

ORGANIZATIONS

While gladiator slaves receive most of their training by surviving fights to the death, freemen (also called volunteer) gladiators may have been trained in special gladiator schools (called *ludi* in Kalamaran). There are at least four schools in Kalamar itself, the largest of which is called the Ludus Maganimus, roughly translated as "School of Beast Courage".

Besides schools, gladiators may belong to a troupe. The troupe's manager "rents" gladiators to the sponsors of the games. These gladiators often fight no more than a few times a year, and their often rich managers provide them with the best medical or magical healing available.

NPC REACTIONS

When determining NPC reactions to the gladiator, consider his or her reputation. For example, how well known is the gladiator known in this area? Does he fight bravely or cowardly? Most gladiators quickly become known as models of great courage, morale, discipline and devotion to their masters (or to their

art, in the case of freemen gladiators) until death. Thanks to these characteristics, a gladiator enjoys public adulation and affection from both sexes that is much like what modern athletes enjoy today. This adulation might make the gladiator more humble, or it might lead to an overweening sense of pride and egotism. Opinions of gladiators vary depending on his attitude, and whether the people know it.

GLADIATOR LORE

Characters with ranks in Gather Information or Knowledge (local) can research local gladiators in order to learn more about them. If a character succeeds at this skill check, he also receives any information from DCs lower than his successful check.

DC 10: Gladiators are dangerous fighters that specialize in a particular form of melee combat.

DC 15: Gladiators have impressive weapon skills, and masters at exploiting an opponent's weakness.

DC 20: Experienced gladiators are adept at causing their opponents fear through force of personality alone. They can even gain power from their audience.



A gladiator defeats an ogre in an arena battle to the death.

GLADIATORS IN THE GAME

The gladiator is a fighter that seeks the greatest audience for his heroism. Silent, unappreciated valor is wasted. As such, the gladiator often travels, hoping to increase his fame by meeting more people, face new challenges, and learn from the rare few that are better than he. This wandering life is very similar to the pursuits of most adventurers. The gladiator is a natural to join an adventuring party, and adventurers welcome the gladiator. A powerful combatant is useful in almost any group.

The only concern the other adventurers might have arises when a gladiator is too eager for glory. Taking on impossible odds, challenging superior creatures to one-on-one combat, and otherwise biting off more than he can handle—and more than his companions can handle—can strain friendships.

ADAPTATION

Any Dungeon Master familiar with ancient Rome should already have a decent understanding of the gladiators of the Kalamaran Empire and, of an even darker and crueller nature, Pel Brolenon. Of course, other races and cultures might also produce gladiators of a different sort. When placing gladiators in your campaign, you might also consider tying their history to a certain city, organization, race or alignment. You might even limit the type of available gladiatorial combat to one type of combat (such as one-on-one battles to the death, or beast-fighting), later expanding it to include many more options. For example, perhaps your gladiators are all goblinoids enslaved to a human empire (or vice versa), and must fight for the amusement of the ruling race.

SAMPLE ENCOUNTER

All types of gladiators may be encountered in the arenas and amphitheaters of the larger cities, or in a small town with a cleared patch of land for wrestling and other forms of combat. Slave gladiators of the Pel are rarely encountered far from the immediate vicinity of the arena, except when in the company of their master. Freeman gladiators, however, may be encountered in the forums, on the streets, or on the roads between cities, traveling from event to event. Retired gladiators typically operate their own training halls, teaching future gladiators.

EL 9: Rijani is a retired Dejy gladiator who lives in the city of Eb'Kakido. During the day, Rijani teaches children their history and heritage and how to survive in their hobgoblin-assaulted land. He is a gentle, patient teacher of great devotion. The Koraki parents encourage his meek words.

At night, when the small children go home, the teacher's smile fades, and his passion ignites. He teaches a different group. Warriors all, these students come to learn from the grim master of one of the hobgoblins' own weapons: the malakbar. Rijani teaches his students tirelessly, guiding them through exercises late into the night, driving them on with his own magnetic energy when all of their physical strength fails. He tolerates no shirking, and he holds high standards for technique and dedication. For the hobgoblins are coming...

RIJANI

Male Dejy gladiator 9
 NG Medium humanoid

Attack and Movement

Init +6
Melee +1 malakbar +12 (1d8+3/x2, 1d10+3/x3)
Base Atk +9; **Grp** +11
SA arena veteran +3, center of attention
Speed 30 ft. (6 squares)

Defense

hp 63
AC 21, touch 15, flat-footed 19
Fort +7, **Ref** +8, **Will** +5

Traits

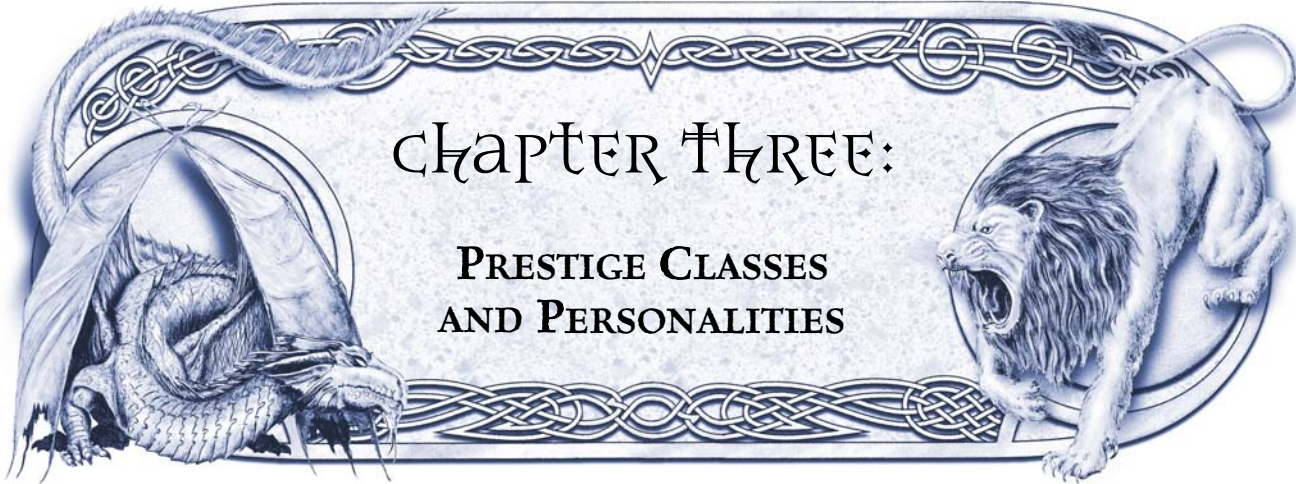
Abilities Str 15, Dex 14, Con 13, Int 12, Wis 11, Cha 14
Skills Balance +6, Bluff +7 (+16 to feint in combat), Diplomacy +4, Disguise +2 (+4 when being observed and trying to act in character), Intimidate +9, Jump +6 (no armor check penalty applied), Knowledge (fighting styles) +6, Knowledge (monsters) +6, Knowledge (races) +6, Listen +3, Sense Motive +9 (when trying to detect a feint), Sleight of Hand +4, Spot +3, Tumble +7
Feats Exotic Weapon Proficiency (malakbar), Eyes of Fury, Improved Feint, Improved Initiative, Iron Will, Toughness, Weapon Focus (malakbar)
Languages Dejy, Merchant's Tongue
Deity Worshipped The Powermaster

Equipment

Scholar's outfit, +1 studded leather, ring of protection +3, +1 malakbar, amulet of natural armor +2, continual flame torch, miscellaneous gear

CHAPTER THREE:

PRESTIGE CLASSES AND PERSONALITIES



The brigands and gladiators who form the core of these groups share a specific set of skills and techniques. They teach certain abilities, practice fighting styles or skills, and keep their secrets to themselves.

PRESTIGE CLASSES

The ludori and raptor are two particular types of gladiator and brigand, respectively, and so deserve special mention here.

LUDORI

These beast-fighters pit themselves against fierce creatures that know no fear or mercy. The ludori does not discuss his mistakes with his opponent after a match while sipping ale. He tears his opponent's flesh from its bones with a feral scream.

BECOMING A LUDORI

To qualify as a ludori, a character must meet all of the following requirements.

Entry Requirements

Skills: Handle Animal 9 ranks.

Feats: Animal Affinity.

Special: Center of attention class feature.

CLASS FEATURES

All of the following are class features of the ludori class.

Weapon and Armor Proficiency: The ludori is proficient with simple and martial melee weapons, light and medium armor, and shields.

Animal Companion (Ex): At 1st level, the ludori gains an animal companion. If the ludori has an animal companion from another class, ludori levels stack with the other class for determining the animal's abilities. If not, use the guidelines below.

Beast's Claws (Ex): At 1st level, the ludori gains the Improved Unarmed Strike feat.

Beast's Hide (Ex): By 2nd level, the ludori's skin increases in toughness, giving him +1 natural armor. At 5th level, the bonus becomes +2.

Lion's Roar (Ex): Starting at 3rd level, the ludori can feint against non-humanoids without the usual -4 penalty.

Dire Lion's Roar (Ex): By 4th level, the ludori can feint against creatures of animal intelligence (1 or 2) without the usual -8 penalty.

Tame the Wild (Ex): At 5th level, the ludori can use a standard action to subdue a creature of the animal type. He makes a Handle Animal check opposed by the animal's level check + Wisdom modifier. If the check succeeds, the animal's hesitation prevents it from making any full-round actions for the duration of the combat.

TABLE 3-1: THE LUDORI (Hit Die: d10)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	Animal Companion, Beast's Claws
2	+2	+0	+3	+0	Beast's Hide +1
3	+3	+1	+3	+1	Lion's Roar
4	+4	+1	+4	+1	Dire Lion's Roar
5	+5	+1	+4	+1	Beast's Hide +2, Tame the Wild

Class Skills (2+Int modifier per level): Climb (Str), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (military tactics) (Int), Listen (Wis), Sense Motive (Wis), Spot (Wis), and Survival (Wis).

TABLE 3-2: THE LUDORI'S ANIMAL COMPANION

Class Level	Bonus HD	Natural Armor Adj.	Str/Dex Adj.	Bonus Tricks	Special
2nd	+2	+0	+0	1	
3rd	+4	+2	+1	2	Alertness
4th	+6	+4	+2	3	Improved Initiative
5th	+8	+6	+3	4	Multiattack

THE LUDORI'S ANIMAL COMPANION

The ludori gains the company of a black bear, boar, cheetah, crocodile, leopard, constrictor snake, or wolf. If the campaign takes place wholly or partly in an aquatic environment, the ludori may choose a large shark. You cannot select alternative animal companions (see the druid class in the PHB or the shaman class in the *Player's Guide to the Sovereign Lands*) unless your DM agrees. In this case, the creature receives no bonus abilities, just as if the character was only a 1st-level ludori.

A 1st-level ludori's companion is normal for its kind. The animal rapidly gains abilities according to the ludori's level.

Should the animal companion die, or the ludori chooses to release an animal companion, the ludori must wander through the wilderness for at least 24 hours alone. By the end of that time, the ludori's bond with his animal companion is broken and he can attempt to locate a new animal companion (by spending another 48 hours alone in the wilderness to search).

PLAYING A LUDORI

Humans and their kin are weak combatants. Real warriors kill with their claws and teeth. You prefer the fighting style and companionship of these natural warriors over the "artificial" products of the arena and the battlefield.

COMBAT

You admire the animals and creatures of the world to such an extent that you favor their styles and tactics in combat. You know better than anyone how to fight against such opponents, even without crafted weapons of your own. Over time, you begin to use some of the beast's own tactics in combat.

You usually send your animal companion into action a round earlier than yourself. You spend this round demoralizing an enemy, maneuvering for a charge, or studying the battlefield for a Knowledge (military tactics) check. Then, you move to flank your companion, possibly gaining the bonuses for a flank, charge and your tactical assessment for a deadly initial attack.

ADVANCEMENT

In addition to developing your personal talents, you continue to train with your animal companion, teaching it more tricks. At the same time, it teaches you tricks of its own. Eventually, you resemble a wild animal in combat.

RESOURCES

Your most significant resource is your animal companion. You should invest in feats (like Hammer and Anvil) and magic

items that improve your ability to work alongside the beast and protect it from harm. Potions are a good investment at all levels, especially cure wounds or enhancement potions like bull's strength because you can use the potion yourself or feed it to your companion as the situation requires.

LUDORIS IN THE WORLD

Outside of the arena, ludoris can be found outside of civilization, training animals to defend frontier homes or training hunting animals to bring down prey. They are common wherever beasts and humans (or nonhumans) live together in a mutual defense against wilder threats. A ludori can even be found in a metropolitan environment, leading a secret dog-fighting or bear-baiting ring.

ORGANIZATION

Ludoris have no organization of peers. They are considered to be highly valuable members of a gladiatorial stable because they are popular with a large number of spectators. Ludoris consider themselves to be superior to other gladiators, although any individual with spectacular combat skill can prove his or her own merit.

NPC REACTIONS

Common folk and slaves begin interaction with a known ludori as friendly. Nobility and royalty are indifferent toward them. Other gladiators, regardless of station, are friendly. Druids and those that practice the druidic faith are initially unfriendly, since they dislike the removal of animals from their homes for the sport of slaughter.

LUDORI LORE

Characters with Knowledge (history) can engage in research to find out something about ludoris. When a character makes the skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: "Most arenas in Kalamar and the Young Kingdoms have ludoris, special beast trainers that provide the animal and monstrous opponents for the combats."

DC 15: "Ludori training can give animals additional feats and abilities. The ludori also learns tricks from the animals it trains, making them tougher and fiercer."

DC 20: Characters who reach this DC know the names of famous ludoris and where they operate, including past ludoris.

LUDORI IN THE GAME

Ludori exist on Tellene already; bringing them to the fore in a campaign could involve just a simple encounter, either inside the arena or in another location. They can be adapted to other campaign worlds through secret underground fighting circuits, or through encounters with “wild” ludoris, training wolves or bears for humanoid tribes.

ADAPTATION

Ludoris exist in all campaign worlds, whether recognized or not. They might be the wild people of the woods that learn to fight by experience, and their teachers are the predators that would end their lives. They could be the leaders of a settlement into wilderness, earning their passage one animal den at a time.

RAPTOR

The raptor is a brigand that specializes in attacking his prey by ambush and finishing him off in a single attack. The raptor normally thrives in a terrain that allows the character to use his class abilities to best advantage—forests, jungle, or even mountains. In case no such terrain is available, the character might use flying mounts, ceiling beams, tall statues, or even magical devices to allow an advantageous position. Some raptors even leap out of extradimensional spaces (like in the *rope trick* spell) onto unsuspecting victims.

Because raptors tend to develop their stealth and combat abilities, they are relatively focused characters. They tend not to be leaders of a brigand band, although the leaders take their skills into consideration when arranging an ambush. Raptors are the first into battle and always quick to urge the other bandits to attack, even when the victims cooperate.

BECOMING A RAPTOR

Becoming a raptor requires at least a little bit of brigand experience, although several classes can easily qualify. The feat requirements depend solely on the feats themselves; they require no high ability scores or other prerequisites.

Entry Requirements

Skills: Hide 9 ranks, Spot 9 ranks

Feats: Improved Initiative, Speed of the Wind

Special: Must have been accused of a crime (see Chapter 1) by a watchman or other legally appointed officer of the law.

CLASS FEATURES

Weapon and Armor Proficiency: The raptor is proficient with simple weapons, small and medium martial weapons, light armor, medium hide armor, and light shields.

Diving Attack (Ex): At first level, when the raptor dives at least 10 feet onto an opponent from a concealed position, the raptor can make a full attack action. The raptor either takes normal damage from the fall or may make a Tumble check as normal to reduce the damage.

Death Cry (Su): At 2nd level, when the brigand dives from concealment, he may utter a death cry. The death cry is a demoralize attempt that the character makes as part of the charge action (in this case, from above). The raptor may use the death cry once per day per raptor class level.

A Dove in the Grasp (Ex): At 3rd level, when the raptor attacks a flat-footed opponent with a melee weapon, he inflicts an additional 2d6 points of sneak attack damage.

Lizard's Leap (Ex): At 3rd level, the raptor's long and high jumps require only a 15 ft. running start (instead of 20 ft.) and he receives a +5 competence bonus to Jump checks. At 5th level, long and high jumps need only a 10 ft. running start, and the Jump bonus increases to +10. This bonus is not limited by character size.

Alight With Grace (Ex): At 4th level, the raptor reduces the length of any fall or dive by 20 feet for calculating damage.

PLAYING A RAPTOR

Sudden death out of a clear blue sky. That image not only defines the raptor's combat, it's his take on life in general. The raptor makes a grand appearance when he shows up, shares his majesty with all in sight, and then vanishes again before anyone can gainsay the illusion. Quiet until striking, the raptor steals the spotlight—and then surrenders it just as quickly.

COMBAT

Your surprise attack, the diving attack out of the trees, is your main offensive weapon. You need to create situations in which you can use it whenever possible. That might mean luring enemies into an ambush, sneaking ahead of enemies on the move, or even something as desperate as flinging yourself out of a rope trick space in the middle of combat.

TABLE 3-3: THE RAPTOR (Hit Die: d6)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Diving Attack
2	+1	+0	+3	+0	Death Cry
3	+1	+1	+3	+1	A Dove in the Grasp, Lizard's Leap (-5 ft. start), Jump Bonus +5
4	+2	+1	+4	+1	Alight With Grace
5	+2	+2	+4	+2	Lizard's Leap (-10 ft. start), Jump Bonus +10

Class Skills (4+ Int modifier per level): Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Listen (Wis), Spot (Wis), Tumble (Dex) and Survival (Wis).

Greed and Glory: A Guide to the Brigand and Gladiator

Because of your low base attack bonus and hit dice, you should not remain in combat any longer than is necessary. If your initial attack fails to kill your foe or cause it to retreat, you should flee and strike by surprise again later. Your target might be looking up more often, but he's probably looking down when you leave a tanglefoot trap on the ground. Just a moment is all you need.

Potions that grant you the ability to fly or turn invisible could help in being able to use your diving attack ability. You should always have some of those available when possible.

ADVANCEMENT

You begin by taking out lone sentries and scouts, single enemies far from aid. For such targets you have to be stealthy enough to hide from their prying eyes and wise enough to predict their movements. You might take all night edging up on a single target.

You might progress to taking out more martial characters, like orc hunters out in search of prey, or even small bands of creatures. Your death cry can debilitate an enemy for several rounds, reducing the creature's combat effectiveness for a duration probably greater than you wish to stay in combat. For that reason, you are an excellent shock unit for making first contact with the enemy.

At higher levels, you are capable of plunging into a group of enemies and delivering your crushing initial attack on a leader or a champion. If the character is one that you cannot kill outright, you can deliver substantial damage before your allies come in to mop up.

A magic item that increases your ability to Hide or Climb is a useful and affordable aid in applying your skills. Any item that increases your armor class partially makes up for your lack of hit points. Whether mundane or magical, you should attempt to acquire these items throughout your career.

RESOURCES

At low levels, seek out wondrous items that enhance your ability to Climb and Hide help you use your abilities. *Potions of invisibility, levitation* or *fly* allow you to apply your deadly class abilities. Enhance your sneak attack ability with a sword of subtlety if you can find one or have it crafted—the more damage you can inflict on your initial attack, the less likely you are to face a full attack action from a surviving target.

RAPTORS IN THE WORLD

"You just never mind that scar on my forehead. It brings back memories of the Lendelwood, elves, and raptors. Things I'd rather forget." —Beldren Velcor, Eldoran Marine

ORGANIZATION

In the military, raptors work alongside scouts in an advance position. They usually seek out enemy scouts and remove them to deny the enemy information. Once two forces meet, raptors

work on the edges of battle, jumping from cover immediately in advance of a clash of arms.

With a brigand band, raptors either lead an ambush on a fat target or stay in reserve to demolish pursuers. Wounded guards chasing a fleeing brigand can be killed or seriously injured by a single diving attack. The quick raptors often flee in another direction after the initial strike, causing pursuers to divide up where they can be struck again.

In a humanoid band, raptors might have levels of barbarian, giving them the ability to stay in a combat longer than others. This combination creates a fierce shock value followed by continued damage round after round.

NPC REACTIONS

Being creatures of ambush, most people are unfriendly toward the raptor. Even the raptor's allies tend to be distrustful of him. NPCs are automatically Unfriendly toward raptors, except for rogues and brigands. Rogues and brigands are Indifferent toward the raptor.

RAPTOR LORE

Any character might know a little something about raptors, if any are nearby. A character can make a Knowledge (local) check or a Gather Information check to discover the following information. Read or paraphrase the information to the character making the check, including information from lower DCs.

DC 10: "Some brigands are masters of hiding and ambush. They jump down from trees or cliffs and can kill with a single blow."

DC 15: "Experienced raptors can use a little innate magic to spring down on their victims even without setting up an ambush."

DC 20: At this check, the character knows whether or not any local brigand bands or other criminal organizations have raptors, and which ones.

RAPTORS IN THE GAME

The raptor is a good prestige class for creatures like kobolds, which have a reputation for being masters of sneaking and ambush tactics. While they normally work alone, a wave of raptors falling down among enemy ranks can cause panic with the destruction they wreak. Raptors in an urban setting could be a gang of alley ambushers, leaping down from upper stories after one of their allies lures a victim off out of sight.

ADAPTATION

Raptors can be adapted for any campaign. They could be berserk-style rogues, hurling themselves feet-first into combat. They might be seen as religious fanatics worshipping a god of the sky or the sun, choosing their combat techniques and symbols from the symbolic hawk or eagle. They could even be an elite pirate, swinging down on enemies from high among a ship's rigging.

PERSONALITIES

Whether you choose the brigand or gladiator class, your character should have his own distinct personality. This section includes some personalities designed specifically for the brigand and gladiator classes, though you and your DM may find uses for them elsewhere as well.

Each personality also includes details on alternative class features that better suit these character types. Remember that these replacements are options, not requirements.

ARENA CASTER

“No matter how good a swordsman is at his craft, he’s better at it if he’s larger, stronger, faster, and... well... magically immune to weapons.” — Hornazh, a hobgoblin arena caster

Arena casters are gladiators with a magical background. After all, not all gladiators are masters of the mundane. A bit of bat guano can be more effective than steel in the right hand. The arena caster focuses on combining both blade and blast, knowing that mastery of exactly when to cast a spell is as important as which spell to cast—or whether to cast at all.

Arena casters often began a career as a novice of melee or magic, or slightly skilled at both. Instead of devoting their lives one way or another, they chose to develop both skills simultaneously. They primarily spend time in close combat, casting a spell to enhance abilities before charging in.

As an arena caster, you should consider making your spell list highly specialized. Focus on spells that deny an opponent options, incapacitate the enemy, or protect you from damage. Your spells do not simply inflict damage, since an arena caster is capable of inflicting damage with a weapon just as easily. In addition, since many of the most effective enhancement spells are low level, you do not need to place a great emphasis on arcane or divine power. Avoid ‘flashy’ spells with lots of visual or auditory effects, since these will draw attention to your use of magic—which is restricted from most gladiatorial fights.

Managing the balance of magic and might is difficult, and you might become jealous of one comrade or another as he truly excels in one focused area. Remember that these characters do not survive well on their own, and that they rely on people like you to back them up.

Your success in gladiatorial combat is dependent on your ability to win a large number of your fights. You identify your opponent’s weakness and beat it down with your most successful attack. You might wish to slow down a far superior opponent with a *blindness* or *bestow curse* spell.

ALTERNATE CLASS SKILLS

MENTALLY MINDED

An arena caster learns more spellcasting-related skills than most gladiators.

Level: 1st

Replaces: Climb and Spot.

Benefit: Concentration and Spellcraft.

ALTERNATE CLASS FEATURES

INTENSE CONCENTRATION

Even while casting a spell, the arena caster can tap the arcane energies at his command to fend off attackers.

Level: 4th.

Replaces: Weapon Diversification.

Benefit: If the arena caster must make a Concentration check to avoid spell failure when struck for damage in melee, the creature striking suffers 1d6 points of energy damage. If the creature has spell resistance, it applies to this effect. The caster can choose which type of energy damage (most closely related to the spell) is dealt at the time of the attack: acid, cold, electricity, fire or sonic. This is a supernatural ability.

ARCANE ATTACK

You have learned how to channel arcane energies through your blade.

Level: 8th.

Replaces: Improved Weapon Diversification.



Benefit: Whenever the arena caster hits an enemy with a melee strike, he inflicts an additional 1d6 points of energy damage (acid, cold, electricity, fire or sonic, chosen at the time of the attack). This is a supernatural ability.

PLAYING AN ARENA CASTER

You should prepare for battle ahead of time by casting enhancement spells like *bull's strength*, *enlarge* and *bless*. You may only have a round or two of preparation before a battle, so you might cast more powerful spells in preparation and then cast a final spell near the end of a combat to help deliver a finishing blow. If a desperate and overeager enemy attacks while you are casting, the surprise damage of the intense concentration ability in combination with your newly energized combat skill may be enough to finish off the foe.

Even without your spells, a gladiator is still a capable foe. You can fight for quite some time without spellcasting, but may want to avoid extended melee with dedicated close-combat fighters. In an adventuring party, you can also assume the role of close-support wizard, delivering your touch and close-range spells in the thick of the fighting and finishing off any wounded left behind.

RESOURCES

Even if you do not have access to a guild or secret society, you can benefit by offering your services to allies, such as casting a *bull's strength* spell on someone you are certain not to meet in the ring. With magic scorned or restricted in many gladiatorial combats, this advantage can be substantial, and you will find that you have a rare power among your peers.

Outside of combat, if you have access to divination spells, you might find that you can learn a great deal about your enemies. This advantage can be critical during your next fight. Healing spells can restore you to full health faster, allowing you to fight more often.

At first, you want to use magic items that enhance your combat ability. When you can afford them, you want magic weapons, potions that you can drink before combat, and magic items that improve your Armor Class without encumbering your ability to attack.

ARENA CASTERS IN THE WORLD

Arena casters might be most common in the arena, but they serve in military, religious and adventuring roles all over Tellene.

In Tellene's armies, arena casters are usually considered elite troops. They enhance themselves and their allies on short notice when surprised. They might be guards, part of a strike force, or spy-hunters. In these situations, they usually use their spells to help identify or find their foes first, and then cast spells as combat aids second.

Arena casters that are clerics are still clerics. They use their battles to spread their religious beliefs or fight on behalf of their

church. They seek out moral and ethical foes, heretics and others who would bring ruin to their religion.

Adventuring arena casters may be sorcerers that are leery about enemies getting too close. They often cast huge damaging spells from the rear and learn enough about combat to survive for the time it takes for a more dedicated fighter to arrive and finish off any creatures that make it past the front line through stealth or *dimension door*.

ORGANIZATION

Being skilled with both spell and handy bashing tool, arena casters are fully comfortable working on their own, but often prefer the company of others to supplement their abilities. Their spell selection is usually smaller than that of a dedicated spellcasters, so any magically inclined companion is welcome.

NPC REACTIONS

Gladiators that have fought arena casters before may not be sure how to fight them. Normally, they want to rush a spell-caster and fight him toe to toe. Striking an arena caster is likely to hurt.

Spectators like arena casters if the local customs allow for the use of magic. In these cultures, characters have a starting attitude of friendly. If they do not, NPCs are unfriendly toward known arena casters, since the public views them (correctly, in most cases) as cheaters.

ARENA CASTER LORE

Characters with Knowledge (history) can research arena casters to learn more about them. When a character makes the skill check, read or paraphrase the following information, including the information from lower DCs.

DC 10: "Arena casters are gladiators that aren't afraid to get in close and fling their spells within arm's reach of an enemy."

DC 15: "The arena caster prefers to use his magic to augment his own abilities, avoiding spells with bright flashes or loud booms. Hitting an arena caster while he's casting a spell produces a painful magical backlash."

DC 20: "The best arena casters control magic intuitively, drawing upon raw energy with every swing of their weapon." Characters that reach a DC 20 result also know the names of famous arena casters that fight in their country.

ARENA CASTERS IN THE GAME

An arena caster can easily be introduced into the game as a NPC or by a player who wishes for his multi-talented character to progress in martial and magical skill simultaneously. The personality is not tied to any specific geographic region, race, or social class, so it works with any character background. Wise adventuring groups often have some sort of duplication of skills in case one character is incapacitated, and this character may replace two other major roles on a temporary basis.

ADAPTATION

In campaigns that do not feature gladiatorial combat of any kind, the arena caster is still an effective blend of martial and magical skill. Alternatively, they could even be the graduates of a single famous fencing school that teaches its practitioners to augment their fighting skill with magic, granting the arena caster a reputation and a certain amount of prestige.

Arena casters are rarely in positions of leadership. Often, they serve as bodyguards or elite henchmen of a bigger villain. In this role, they might appear in the company of a group of near-equals. Usually, they are a champion fighter, kept close to the main villain for protection and advice.

SAMPLE PERSONALITY

Solito is a former slave gladiator who earned his freedom three years ago and now spearheads the smuggling operation of a thieves' guild in Salireta. While not the titular head of the operation, Solito's job is to provide the muscle to punch through any Koraki resistance that manages to detect and attempt to apprehend the band. In this capacity, he has a great deal of autonomy. He does not tolerate insubordination in the field and has been known to kill smugglers that question his orders. This behavior doesn't earn him any friends.

Solito is short-tempered and hungry for glory. He often leads the band through risky routes in an effort to engage the authorities instead of avoiding them. The smugglers wince at the risks he takes, but as long as he doesn't fail to make a delivery, he retains his position.

BANDIT KING

"The sentries didn't come back again? That's settles it... It's no ordinary group of ruffians that's been dogging us for the last twenty miles—it must be Dontrag, the gnoll bandit king."

— Elroval, Elven merchant

This brigand is a champion of the outcast and unwanted. Criminals, vagabonds and scoundrels of all types gather around this personality. The bandit king represents the best among them and inspires them to excellence. The bandit king is the absolute dictator of a small but independent band of followers, their family, and the hangers-on that accompany such individuals. He answers to no one, and his ability to flaunt those in positions of authority raises the morale of those who choose to follow him.

ALTERNATE CLASS SKILLS

RINGLEADER

A bandit king is often wiser and smarter than his cohorts.

Level: 1st

Replaces: Climb, Disguise, Handle Animal, Jump

Benefit: Diplomacy, Knowledge (military logistics), Knowledge (military tactics), Listen

ALTERNATE CLASS FEATURES

GREAT LEADER

A bandit king is often wiser and smarter than his cohorts.

Level: 4th

Replaces: Trap Sense +1

Benefit: The bandit king gains the Leadership feat as a bonus feat.

INSPIRE COMPETENCE

A bandit king's allies learn expertise by watching their leader.

Level: 8th

Replaces: Trap Sense +2

Benefit: The bandit king's allies gain a +2 morale bonus to Hide and Move Silently checks as long as they are within 60 feet of the bandit king. The bandit king also gains this bonus.

INSPIRE DREAD

A bandit king's allies learn how to cause fear by watching their leader.

Level: 12th

Replaces: Trap Sense +3

Benefit: The bandit king's allies gain a +2 morale bonus to Bluff and Intimidate checks as long as they are within 60 feet of the bandit king. The bandit king also gains this bonus.

INSPIRE AWARENESS

A bandit king's allies learn observation by watching their leader.

Level: 16th

Replaces: Trap Sense +4

Benefit: The bandit king's allies gain a +2 morale bonus to Spot and Listen checks as long as they are within 60 feet of the bandit king. The bandit king also gains this bonus.

AIM TO KILL

A bandit king's allies learn better ways of killing by watching their leader.

Level: 20th

Replaces: Trap Sense +5

Benefit: The bandit king's allies gain an additional +1d6 sneak attack damage (if they have the sneak attack ability) as long as they are within 60 feet of the bandit king.

PLAYING A BANDIT KING

You revel in the freedom and glory of being your own ruler, of ruling with power of life and death for your small band, and of claiming mastery of your chosen demesne. Where mere bandit chieftains "hide from the authorities," you "protect your sovereignty." Small though your kingdom may be, it remains your until death or a power greater than your own takes it from you.

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COMBAT

You rely on your followers and cohort in battle, usually sending these characters into battle first, while you command them from behind. Whenever possible, you arrange for this combat to take the form of an ambush, preferably in a lonely place far from aid. With your ability to facilitate sneaky maneuvers empowering a large number of followers, you can swarm a relatively small number of powerful creatures (like either adventurers or most monster groups) or avoid a mob of weak characters (like the general's soldiers that come looking for you).

In battle, you want to divide your foes so that your allies can surround and destroy them one at a time. You can do this with superior movement and by using your dire threat ability to weaken or remove key threats.

ADVANCEMENT

You begin with a few allies against the world. Your early adventures are usually ones of survival and escape, counting on your trusted followers to stand by you when no one else will. As you gain in power and reputation, you start to improve that reputation by creating allies outside your band: an isolated village, a monastery, or a mercenary camp.

You gain this friendship by performing favors (adventures) for these groups, helping them out whenever possible. In return, they serve as sanctuaries in time of need and recruiting grounds for new followers. They might also bring you information (adventure hooks), provide services, and reveal the presence of threats to you.

RESOURCES

Your followers are your greatest asset. They might be warriors that accompany your band of brigands, or they might be experts that provide services for your band (grooms, blacksmiths, or cooks, for example) or they might act as informants and spies to help your band survive.

Most importantly, your followers are rogues, barbarians, rangers or other brigands that fight with you and fight like you. They follow your lead militarily and morally. Used properly, they can make you very powerful.

BANDIT KINGS IN THE WORLD

ORGANIZATION

By definition, bandit kings are leaders of groups of brigands and others of free-spirited lifestyle. The community of bandit kings treats each other with respect according to individual merit: a conniving backstabbing bandit king is reviled and



untrusted, while a bandit king with a reputation for fair play and honoring his word earns respect.

Humanoid bands see the bandit king as one of them. In many ways, their organizations are built in the same way: strength of arm and strength of personality form the basis of each of their bands. Even reputable bandit kings of good heart find that they more easily make friends among the savage and unsavory than among timid villagers and lonely farmers of Tellene.

NPC REACTIONS

Most law-abiding characters have a starting attitude of unfriendly toward the bandit king. Those characters responsible for enforcing the law begin with a hostile attitude. Criminals and those who live outside of society begin with an indifferent attitude toward the bandit king.

BANDIT KING LORE

Characters with Knowledge (local) can learn information about a specific bandit king. When the character makes a check, read or paraphrase the following information to him.

DC 10: With this check, the character can identify a bandit king's band by its name and identify the name of the bandit king that rules them. The character knows the approximate area in which the bandit king operates.

DC 15: The character knows major assets that the bandit king controls, like a powerful magic item, or a spellcasting cohort.

DC 20: The character knows the local geography well enough to be able to identify the bandit king's base of operations.

BANDIT KINGS IN THE GAME

ADAPTATION

The bandit king fills a common role in any game. As a leader of brigands, he can be found as a wilderness bandit leader, the commander of a skirmisher band, or even a gang leader in a cosmopolitan city. The only requirement for the character is the presence of like-minded characters that wish to join a successful leader.

SAMPLE PERSONALITY

Dontag was chased out of his pack when he was still a pup for stealing valuables from the older gnolls. Starting with a few baubles (he was too young to know the real jewelry from the fake) and a vigorous survival instinct, he gathered a small band of desert Deji and gnolls over the course of the last 20 years.

This nomadic band wanders across the northern borders of the Khydoban Desert, where they mostly raid bands of kobolds and other humanoids. They love to descend upon lost human merchants, especially when the merchants are exhausted, hungry and simply worn down from the desert's unending sun. Unfortunately for Dontag, such targets are all too few.

In his early days, Dontag's desperation led to varied tactics and a wide hunting ground—both good traits for a brigand like himself. He gained a reputation for tenaciousness (his reputation for success took longer), which gained him gnoll followers. His success finally brought him a few human followers hoping to share in the loot. Some he kept; some he ate.

Dontag's greatest fear is of losing control of his band. Now old and wily, he doesn't fear being pursued by any vengeful victims (most of whom are dead now, anyway). He has no worry from authorities, since he lives miles from any lord or church strong enough to send armed troops after him. He perceives his own lieutenants as the most likely source of his downfall, and his paranoia about them is slowly causing him to lose grip on reality.

FENCE

The fence operates as a legitimate merchant that happens to buy and sell stolen goods. Sometimes considered an associate of the brigands rather than a full-fledged brigand, the fence is a bandit that prefers the comforts of civilization to the rugged beauty of the wilderness. The character is at ease around other people and presents an innocent face behind which the bandit gang can turn some of their hard-earned loot into cash.

ALTERNATE CLASS SKILLS

MERCHANT'S EYES

A fence has more experience with some skills than others.

Level: 1st.

Replaces: Disguise, Handle Animal, Move Silently, Survival

Benefit: Appraise, Forgery, Profession (merchant), Sleight of Hand

ALTERNATE CLASS FEATURES

BLACK MARKETER

A fence is more familiar with stolen goods than with combat.

Level: 3rd.

Replaces: Eyes of Fury.

Benefit: The fence can buy a diverse selection of poisons and other illegal or controlled items. The fence makes a Gather Information check to reach a DC set by the DM. The standard DC to find a poison is equal to its save DC. Legal but controlled items (including weapons in some lands) require DC 10 or higher depending on their rarity and the strength of the laws regulating them.

PLAYING A FENCE

You could sit at your shop and buy goods from people. Even if you're the fence most dedicated to maintaining a cover identity you probably grow bored with such activity and occasionally yearn to go out and get your own treasure. Perhaps more than

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any other brigand, you love treasure. You love the taking, the trading and the spending.

COMBAT

Your desires revolve around wealth and treasure, and staying alive to enjoy it. As a result, you often avoid combat until you can gather your allies and attack with superior numbers—and preferably superior skill as well. When cornered, you probably want to deliver as terrible a first strike as possible and then retreat, counting on your opponent to do the same. Over time, a hit-and-run strategy can wear down any living opponent.

ADVANCEMENT

Your wealth is your greatest asset. Use it to purchase magic items that enhance your own skills and guard your liabilities. Hire bodyguards to protect you, and equip them with the best armor.

You want to increase your skills in the areas of deceit and detection of deceit. A great facility with Forgery both provides options and protects you from fraud. A good Spot check allows you to watch for thieves and scams. Feats that enhance your skills maximize your abilities.

You might wish to seek membership in the Golden Alliance. These unscrupulous gold-seekers ruthlessly protect valuable allies. Gaining their confidence and trust would be a valuable investment. Strive to improve your position with them and use it to increase your wealth even further.

RESOURCES

One of your duties should be to maintain a “safe house” to which brigand members can escape in time of danger. This safe house might be a hidden room in your own base of operations, or it might be a hidden entrance to the dungeon below a good temple, or an abandoned warehouse in the city. The safe house should store food, water and weapons. It should be protected from spying, either by distance (locate object normally finds objects less than 1,000 feet away), or by magical or mundane protection.

As someone who sells stolen goods, it is your duty to make yourself familiar with famous art objects. The best goods are those that are well-known and thus fetch a high price but which are not easily recognized. Your network is a mix of other fences, legitimate dealers in used goods and a large number of wealthy customers that enjoy unique works of art and either don't know or don't care about their origin. Some customers take a perverse pride in the risk associated with highly valuable stolen goods and display them proudly in secret chambers known only to a few trusted associates. They value the reputation that goes with owning these rare treasures and pay well for them.

FENCES IN THE WORLD

ORGANIZATION

Fences should form a network of others like themselves that they know and work with. If they are on good terms, they refer business partners they work with to their peers. If they are not on good terms with other fences, they might send them “work” that they suspect of being in league with the authorities. In some cases, fences might leave the shop and sneak out to vandalize or otherwise sabotage a competing fence. Roughing up customers, torching buildings, and direct attacks are all fair game in their shady world.

Fences are usually associated with a group of thieves. It might be a street gang in the city, a group of highwaymen on the road, or even legitimate merchants that can't refuse illegal trade if the opportunity presents itself. Since the fence provides a much-needed service for these people, he often has a long list of allies he can call on at need.

Among the authorities, the fence labors long and hard to recruit an ally or an informant. He needs someone to alert him when a raid is imminent, or when a new law spells trouble for his operation or for his allies. He also needs someone that can look the other way in exchange for a cut—the smaller the cut, the better.

NPC REACTIONS

Characters involved in theft of any kind begin with a friendly attitude toward the fence. Government officials of any kind are automatically hostile. The common folk involved with neither of these groups are neutral. Some of the common folk use a fence from time to time for legitimate trades, and they are



willing to avoid looking too closely at the origin of a piece of jewelry they might buy to impress someone.

FENCE LORE

All characters know of the existence of fences. A character with Knowledge (local) can make a check to find out the following information.

DC 10: Identify that fences operate in the city.

DC 15: Identify a particular neighborhood where fences are likely to be found.

DC 20: Identify a particular building as a place where a fence works. (Doing something about it is another matter...)

FENCES IN THE GAME

ADAPTATION

Fences exist in every city and even in some smaller settlements. They are a vital part of the underworld, a force that turns theft into cash and power. They might be independent, or they might work only for one organization, but they are a source of power among criminal elements. When wars between rivals flare up, fences are choice targets.

SAMPLE PERSONALITY

Oewran Folotori was part of a thriving brigand band that hunted the roads west and north of Segeleta. Folotori epitomizes the harm of destructive greed. He was making a small fortune in raiding inbound caravans, but he joined a mutinous attempt to take over the band. The attempt failed, and Folotori found himself fleeing for his life. He ended up in Segeleta, working as a fence for the local thieves' guild. He has been known to help adventurers operating on the wrong side of the law, and any passing PCs might find it quite useful to hint around for 'Old Oewran.'

OUTLAWED MAGE

The outlawed mage is a spellcaster that has gained the outlook (and the legal status) of his highwayman companions. He might be a warmage that adapted his spells to battering the brigand's victims into submission, or an illusionist who helps to conceal the band from the authorities. Whatever his exact role and history, he enjoys a special position within the band. He knows that if he is threatened, he can count on aid during combat.

The outlawed mage's unique talents command the respect of the rest of the band. While he might not be the leader, he knows that if he tells his companions to "get out of the road" that they'll most likely comply with his wishes — because a *lightning bolt* might follow a moment later, regardless of their presence.

ALTERNATE CLASS FEATURES

OUTLAW'S ARMOR

Living rough has trained this spellcaster to work with his armor, rather than against it.

Level: 3rd.

Replaces: Evasion

Benefit: The outlawed mage ignores the chance of arcane spell failure when wearing light armor. This ability does not reduce the chance of arcane spell failure when using shields or wearing medium or heavy armor.

PLAYING AN OUTLAWED MAGE

As a spellcaster, you are a force of power within an outlaw band or a small group of adventurers. Your law-skirting outlook gives you an advantage in tactical thinking that your companions might find refreshing or frustrating, depending on their ethics.

COMBAT

Your outlaw status encourages you to use spells that attack your enemies for you. Rays are the most common form of this spell, but *Dorama's sword* is an excellent spell if you have enough spellcaster levels to cast it. You should skirt the edge of combat. You want to be close enough to use rays at sneak attack range but in a position where no enemy can charge you. Stand behind difficult terrain or with an ally between you and the enemies to prevent opponents from charging you.

ADVANCEMENT

You begin with a certain position of prestige within a band of adventurers or a brigand band. Your ability to sneak into position for a crippling first strike gives your enemies pause when you are known to be present. If nothing else, you make the enemy expend resources in preventing infiltration.

You want to maximize your ability to avoid detection for those situations in which you are alone and have the highest Tumble check you can in case an enemy catches up with you. You are probably safe buying ranks in Concentration only every other level, since you won't often be casting spells when threatened by an enemy. That's the good thing about being an outlawed mage—you don't have to cast a spell. You can poke with a rapier or skip away from the tip of a sword if you must.

RESOURCES

Before you became an outlawed mage, you probably made some use of scrolls to enhance your daily spellcasting ability. Continue to do that and add a wand to your arsenal. A *wand of scorching ray* or *Folnester's acid arrow* is a reliable way to inflict steady pain on your foes.

OUTLAWED MAGES IN THE WORLD

Outlawed mages are found not only in brigand camps but among humanoid tribes and even in military skirmishers. They typically live in the wilderness or in a rural setting and might wander from place to place in search of a permanent home.

On a personal basis, outlawed mages might be the friendliest of spellcasters. They seem to be more eager than true wizards or sorcerers to use their abilities for the benefit of others, rather than stay locked up in a tower in search of ultimate power. They move among common folk, dress like normal people, and talk like everyone else around them.

The worst outlawed mages exploit this ability to blend in with others. They use charm person to avoid paying for their drinks, and they bully shopkeepers into giving up their goods on the cheap.

ORGANIZATION

Outlawed mages are part of no universal group to which they all belong. Individually, they seek out a small group that allows for individual freedom, like a thieves' guild or a bandit gang. If they can't find any such group, they might strike off on their own for a short period of time in order to establish a reputation. They use their reputation to start their own band, and then abdicate rule in favor of someone more capable.

NPC REACTIONS

If the outlawed mage is a true outlaw, most people begin as unfriendly. They might be inclined to be hostile, but fear of a critical hit from an enervation keeps their tongue civil. If he is not associated with illegal activities, people are indifferent toward him.

OUTLAWED MAGE LORE

Characters with Knowledge (arcana) can research outlawed mages to learn more about them. When a character makes the skill check, read or paraphrase the following information, including the information from lower DCs.

DC 10: "Spellcasters that live in the wilderness with gangs of bandits acquire some of the bandits' skills and habits. They're called 'outlawed mages.'"

DC 15: Know that an outlawed mage associates with a particular band of outlaws, lives in a certain region, or preys along a certain path.

DC 20: Identify the name of an outlawed mage by his reputation. Know that an outlawed mage can cast spells while wearing light armor.

OUTLAWED MAGES IN THE GAME

Outlawed mages are a good adaptation for humanoid bands, since they represent a spellcasting class with that has a chance of surviving youth and inexperience in a society where not everyone cooperates with everyone else. The roguish perception of an outlawed mage stands in contrast to the image of a wizard as a stuffy academic, or sorcerer as unskilled arcane artillery.

The outlawed mage is a good choice for players who like to blend their spell use with a touch of combat and the general utility of a skill-focused character. Players who like their spellcasters as sneaky and resourceful should enjoy this class.

ADAPTATION

Outlawed mages are an excellent addition to humanoid races normally associated with sneaky, bandit-like tactics, like kobolds and bugbears. They might also be professional assassins, given training by a magical college.





CHAPTER FOUR: SKILLS AND FEATS

Brigands and gladiators use skills just like characters of other classes. This list includes new uses of existing skills and Tellene-specific details to supplement the skills from the *D&D Player's Handbook* and the *Player's Guide to the Sovereign Lands*.

NEW USES FOR OLD SKILLS

APPRAISE (INT)

Normal Use: Estimate the value of an item you examine closely.

New Use: *Loot.* As a standard action, you can determine which is the most valuable item among several items. You can compare up to 10 items, which must be within the same 5-foot square. Since this use is intuitive rather than relying on deliberate consideration, apply your Wisdom modifier instead of your Intelligence modifier when looting.

Magic items are compared at their non-magical price unless the looter previously cast identify on them.

DISGUISE (CHA)

Normal Use: Change your appearance to look like another person or race.

New Use: *Escape Notice.* By changing details of your face, covering up identifiable traits, and wearing common clothing, you make it unlikely that others will recognize you. As long as you conduct normal business (such as conducting local trade in small amounts or attending popular religious services), it is more difficult for people to locate you through social means. If any character uses Gather Information to find out about you, the DC increases by +2 for every 5 points of your Disguise check. For example, if you score a 19 on your Disguise check to escape notice, the DCs on all Gather Information checks concerning you increase by 3 (19 divided by 5 = 3).

If you must disguise yourself as another race to fit in (only the most common race in a community can escape notice normally), you take a -2 penalty to your Disguise check to escape notice.

HIDE VS. SPOT

A first-level brigand (the weak point in most ambushes) has a Hide check of +6 (4 ranks, +2 for Dex). When he takes 10, he reaches a check of 16.

The average caravan guard, being a warrior or a fighter, is not likely to have ranks in Spot or Listen. At least one member of the caravan is likely to have Spot as a class skill, however, having been hired because of his keen eyes and alertness. With 4 ranks, an assumed +1 for Wisdom 12-13 and no racial modifiers, this basic lookout has a Spot of +5.

The ambush usually triggers within 30 feet — close enough for the brigand's archers to apply sneak attack damage to the defenders if necessary. Or close enough to come out of hiding, make a single move toward the group and begin speaking. So the character making the Spot check has a -3 penalty for range (-1 for each 10 feet). The assumed Spot check is now a +2, for an assumed 12 when the character takes 10.

If the lookout's assumed Spot check of 12 is opposed by the brigand's assumed Hide check of 16, on average, the lookout never notices the brigand (but the lookout gets two checks, not one).

Making a Spot check as a reaction to a character making a Hide check is not an action. It is not even a free action; the check is part of whatever else the character is doing. At least one character among the group (specifically the designated lookout) is also making active checks to look out for brigands, especially when passing through terrain that might hide them.

Therefore, a lookout sitting in a wagon and not performing any other actions may roll once/round as a move action. If the lookout is mounted and traveling beside his companions, he usually spends each round's move action to move and each round's standard action making a Spot or Listen check. By rolling instead of taking 10, he increases the likelihood that he sees the brigand at greater range. His maximum score is 25, which gives him a chance of Spotting the brigands at about 80 feet distance (-8 distance modifier on the check gives the character a maximum Spot check of 17, which is necessary to spot the brigand with a

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Hide check of 16). Beyond that, the unaided lookout has no chance of Spotting the ambush.

The lookout has one chance at 80 feet distance, another check the next round at 60 feet, a third at 40 feet, and a final (meaningful) check at 20 feet. Statistically, the lookout is likely to see the first-level brigand by the third check as the wagon rolls within 50 feet. Travelers moving at higher speeds actually have less chance to spot an ambush since they are making fewer checks.

This is why the 1st-level brigand is essentially invisible... Low-level brigands hide behind total cover, completely hidden from the lookout. Their own spotters, and the ones likely to be exposed to their victims, are higher level (level 4 or higher) with higher ability scores (16+). They might also have a *cloak of elvenkind* (+5). These stealthier brigands score 27 or higher when they take 10 on a Hide check.

The lower-level, less experienced brigands wait behind whatever cover or concealment is present (which blocks line of sight but not necessarily movement) with a readied action. They act at a prearranged signal from their spotter.

INTIMIDATE (CHA)

Normal Use: Demoralize an opponent or make him change his behavior.

New Use: *Rob.* You may make an Intimidate check to force a creature to surrender an amount of wealth. You spend a standard action making a threat and stating your demands. The target opposes the Intimidate check as normal. If you succeed, they hand over a portion of their cash (the total value of coins and gems). If you beat the opposed level check by less than 5 points, the target gives you no more than 25% of the cash value he has on hand. If you beat the check by 5-9 points, the target surrenders 50% of his ready wealth. If you beat the check by 10-14 points, the target hands over 75% of his cash on hand. If you beat the opposed check by 15 points or more, the target gives you all of his coins and gems.

If you fail the check, the target is angered by your actions. If he attacks you, he gains a +1 morale bonus to attacks and a +4 bonus on saves vs. Fear effects for the duration of the combat (the bonus applies to further uses of the Intimidate check).

If you succeed and the target decides to fight or take back his wealth, he is automatically shaken for the duration of the combat. A shaken character takes a -2 penalty on attack rolls, ability checks and saving throws.

If you ask for a particular item, the target will hand it over if its value falls within the allowed amount. For example, if you attempt to rob a fighter carrying 4,000 gp and demand that he hand over a masterwork shield, any success will force him to give you the item. If you ask for his *vorpal sword*, you might get it, but you'll get it point-first.

Try Again: If you fail, you can try again if the DM feels that you have added a situational modifier to your check. For example, if you try to rob somebody and the check fails, then

you introduce a hidden ogre ally that the DM feels is worth a +2 circumstance modifier, you can make another check. You cannot make another check to increase your success.

KNOWLEDGE (LOCAL) (INT)

The brigand relies on either finding out certain information personally or connecting with people that share this information. Since information sources can be compromised or turned, the safest method is to gain the information personally.

Knowledge (local)	DC
Know common imports and exports	15
Know wealthy individuals and businesses	15
Know of local criminal organizations	25+

MOVE SILENTLY (DEX)

This skill details new difficulty check modifiers for additional locations and activities.

Situation	Move Silently DC Modifier
Noisy surface*	-2
Very noisy surface**	-5
Moving less than half your speed	None
Moving more than half your speed but less than full	-5
Running or charging	-20
Light background noise (a quiet stream, normal talking)	+2
Loud background noise (a crowd, shouting, a cascading river)	+5

*Noisy surfaces include rocky mountainsides, bushy undergrowth, puddles on the floor, etc.

**Very noisy surfaces include dry leaves, specifically-rigged floors, and glass-covered stone surfaces.

PERFORM (CHA)

Normal Use: You use your artistic talent to entertain others.

New Use: *Win Crowd Favor.* A character fighting in front of a crowd may attempt to gain the crowd's favor. By strutting and cavorting in front of the crowd, a fighter attempts to turn the crowd into a throng of allies. They cheer when he does well and growl when a judge rules against him. This attempt requires a Perform (acting) check DC 15 (the skill is untrained, so it is a Charisma check for characters with no ranks). The performance requires a standard action and provokes attacks of opportunity.

The character retains the crowd's favor until an opponent takes it away (by beating the Perform check), or until the match is over. A fighter with the crowd's favor gains a +2 circumstance bonus to any Charisma checks made against his opponent in combat (this bonus primarily applies to Intimidate checks made to demoralize and to Bluff checks made to feint).

FEATS

Although these feats were created specifically to help the brigands and gladiators, they are open to any character that meets the requirements.

BLIND SIDE ATTACK

Prerequisite: Lightning Reflexes

Benefit: During a full round attack where you take two attacks and miss both times, you may take a 5-foot step to an empty square that threatens the same opponent and make a third attack at the same target with a -4 circumstance penalty. You may use this feat even if you cannot normally make three attacks per round.

BOON COMPANION

You are skilled at fighting in groups.

Benefit: You may use the aid another combat option as a move action.

COMRADE IN ARMS

Allies benefit from your distracting attack.

Prerequisite: Boon Companion

Benefit: When you use the aid another special attack, you may apply the bonus to a number of adjacent allies (equal to your Wisdom modifier).

Normal: You can only aid one ally at a time.

CONSUMMATE PERFORMER

The cheer of the crowds fills you with courage.

Prerequisites: Center of attention ability, Dominate Attention

Benefit: As a morale bonus, you gain 2 temporary hit points per character level when you enter a melee combat with an audience of 10 or more noncombatants. You lose these hit points first when suffering damage. Any remaining temporary hit points disappear at the end of the battle.

CRUSH RESOLVE

Your opponents lose the will to fight.

Prerequisite: Cha 15+, Dire Threat, Intimidate 7+ ranks

Benefit: When you succeed at an Intimidate check to demoralize, any opponents you demoralize suffer an additional -2 morale penalty to Will saves for the remainder of the combat.

DIRE THREAT

Your ability to intimidate enemies lasts longer.

Prerequisite: Cha 15+, Intimidate 5+ ranks

Benefit: When you succeed at an Intimidate check to demoralize a foe in combat, the effect lasts for one round for every two character levels you possess.

Normal: The demoralize effect lasts for a single round.

DOMINATE ATTENTION

You thrive when you fight with an audience.

Prerequisite: Center of attention class ability

Benefit: You gain a dodge bonus (equal to your center of attention bonus) to your Armor Class, when that bonus applies.

EDARN STYLE

By switching hands, you can surprise your opponent and strike his more vulnerable areas.

Prerequisites: Dodge, Weapon Focus (cotanen), base attack bonus +2

Benefit: You may switch the hand in which you hold your weapon as an immediate free action in response to an opponent provoking an attack of opportunity. If you do, you gain a +4 bonus on an attacks of opportunity against that opponent, and automatically confirm any critical hits against that opponent. You suffer no attack or damage penalty for switching your sword to attack with an off hand.

Special: You must be wielding a wooden cotanen, and have one hand free, to use this feat.

ENFEEBLE THE LIMBS

Your opponent's uncertainty is your gain.

Prerequisite: Cha 15+, Dire Threat, Crush Resolve, Intimidate 9+ ranks

Benefit: When you succeed at an Intimidate check to demoralize, your demoralized opponents suffer a -2 penalty on all melee damage rolls.

EXPOSE WEAKNESS

You point out the right place to direct an attack.

Prerequisite: Boon Companion, Comrade in Arms

Benefit: When you use the aid another action, allies you aid gain a +2 bonus to melee damage rolls.

FALSE OPENING

Prerequisites: Two-Weapon Fighting, center of attention class ability, Bluff 5+ ranks



TABLE 5-1: FEATS

Feat List	Prerequisite	Benefit
Blind Side Attack	Lightning Reflexes	Move to adjacent square and attack
Boon Companion	-	Aid another as a move action
Comrade in Arms	Boon Companion	Aid all adjacent allies
Expose Weakness	Boon Companion, Comrade in Arms	Allies you aid gain +2 damage bonus
Pincer Technique	Boon Companion, Comrade in Arms	Gain +4 attack bonus when flanking
Dire Threat	Cha 15+, Intimidate 5+ ranks	Demoralize effects last 1 rd/2 levels
Crush Resolve	Cha 15+, Dire Threat, Intimidate 7+ ranks	Foes suffer additional -2 to Will saves
Enfeeble the Limbs	Cha 15+, Dire Threat, Crush Resolve, Intimidate 9+ ranks	Foes suffer -2 penalty to melee damage
Weaken the Spirit	Cha 15+, Dire Threat, Crush Resolve, Enfeeble the Limbs, Intimidate 11+ ranks	Foe cowers for 1 round
Dominate Attention	Center of attention class ability	Add dodge bonus to your AC
Consummate Performer	Center of attention class ability, Dominate Attention	Gain temp hit points in combat with an audience of 10 or more noncombatants
Edarn Style	Dodge, Weapon Focus, base attack bonus +2	+4 attack bonus on attacks of opportunity and confirm critical hits automatically
False Opening	Two-Weapon Fighting, Bluff 5+ ranks, center of attention class ability	Take 5-foot step and gain +2 attack bonus with second weapon
Haradan Style	Base attack bonus +6	Reduced two-weapon penalties and increased threat range
Hold at Bay	Wis 13+, base attack bonus +1	Allies fire into melee without penalty
Hunter's Heart	5+ ranks in Survival	+1d6 damage to flat-footed creatures
Improved Dodge	Dodge, base attack bonus +2	Dodge bonus improves to +2
Improvised Throw	Dodge, Quick Draw	Swiftly throw improvised weapons
Instant Shot	Dex 13+, Point Blank Shot, Quick Draw	Draw and fire bow as a free action
Kasitan Style	Combat Expertise, Quick Draw	Additional attack against tripped foe
Nimble Step	Dex 15+, Dodge, Improved Initiative	Take 5-foot step and gain dodge bonus
No Hesitation	Combat Reflexes, base attack bonus +2	Trade AC bonus for initiative
Press the Advantage	Base attack bonus +5	+1d6 melee damage against a prone enemy
Raizalaar Style	Dex 15+, Two-Weapon Fighting	No attack penalties with unfolded net
Ruvmahznii Style	Int 15+, Combat Expertise, Improved Disarm	Free sunder attempt after successful disarm
Secutor Style	Wis 13+	No penalties for secutor helmet and add Wis bonus to attack
Speed of the Wind	Improved Initiative	Move with standard action when surprising
Tukata Style	Int 13+, Dex 15+, Combat Expertise, Improved Trip	Inflict damage when you trip opponent
Tumbling Rush	Combat Reflexes, Tumble 5+ ranks, center of attention class ability	Tumble and receive attack of opportunity on bull rush attempt
Weapon Switch	Quick Draw	Switch handedness to block dodge attempt

Benefit: When you succeed in feinting against an opponent with one of your weapons, you can take a 5-foot step to another square the opponent threatens and attack with the other weapon to gain a +2 bonus on the attack.

This step counts as your 5-foot step for the round, so you cannot do it if you have already moved or taken a 5-foot step during this round.

HARADAN STYLE

You are a master of spikes and the triple or heavy flail.

Prerequisites: Base attack bonus +6

Benefit: When attacking with both your triple (or heavy) flail and spiked armor, you suffer only a -4 penalty to attack rolls with these weapons. Your flail's threat range becomes 18-20. You suffer no penalty to grapple when using armor spikes.

Special: You must be wearing spiked armor and wielding a triple flail or heavy flail to use this feat. If you already have the

Two-Weapon Fighting feat, you suffer only a -2 penalty to attack rolls with these weapons.

HOLD AT BAY

Keeping your distance allows allies to shoot your foes.

Prerequisite: Wis 13+, base attack bonus +1

Benefit: Allies making ranged attacks at opponents in melee combat with you do not suffer the -4 penalty for firing into melee.

HUNTER'S HEART

You are skilled at bringing down large game.

Prerequisite: Survival 5+ ranks

Benefit: When you use a ranged weapon to attack a flat-footed animal or magical beast within 30 feet, you inflict an additional 1d6 points of damage. This damage does not apply to creatures with concealment, without discernible vital areas (such as constructs or incorporeals appearing as animals), or whose vitals are beyond reach.

If you have sneak attack damage from a class ability, you may add sneak attack damage to the bonus damage from this feat when it applies. (Remember that flat-footed targets and targets denied a Dex bonus to AC are not necessarily the same thing.)

Special: You may take this feat more than once. Each time you take it, the Survival prerequisite increases by 5 ranks and you gain an additional 1d6 points of damage.

IMPROVED DODGE

You dodge any number of foes.

Prerequisite: Dodge, base attack bonus +2

Benefit: You gain a +1 dodge bonus against all attacks. Since dodge bonuses stack, you gain a total +2 dodge bonus against one opponent of your choice due to your Dodge feat.

Special: You can use Improved Dodge instead of Mobility for meeting feat and prestige class prerequisites.

IMPROVISED THROW

You make masterful use of your surroundings in battle.

Prerequisite: Dodge, Quick Draw

Benefit: When you wield a one-handed or light melee weapon and hold nothing in your other hand, you may draw or pick up an improvised weapon (as a swift action) and throw it (as a standard action) at an opponent. You do not provoke an attack of opportunity for picking up or throwing the item.

INSTANT SHOT

You ready your bow and fire all in one motion

Prerequisites: Point Blank Shot, Quick Draw, Dex 13+

Benefit: You can ready your bow and fire a single arrow as a swift action. (A swift action is like a free action except that you can only do one swift action per round.) Since this maneuver sacrifices accuracy and power, all range increments are halved. You may only use instant shot once per combat.

Special: You can use Instant Shot instead of Rapid Shot for meeting feat and prestige class prerequisites.

KASITAN STYLE

Your weapons aren't a pair — they're a single tool in two parts.

Prerequisites: Combat Expertise, Quick Draw

Benefit: After you trip an opponent, you may immediately drop your spear, draw your dagger and make an additional attack with the same attack bonus against that opponent. Since the long spear does not threaten adjacent squares, you may make a 5-foot step before the dagger attack, even if you have already taken a 5-foot step this round.

Special: You must be wielding a long spear and have a dagger ready to draw to use this feat.

NIMBLE STEP

You can nimbly move to threaten your opponent from another direction.

Prerequisites: Dexterity 15+, Dodge, Improved Initiative

Benefit: When a foe against whom you have declared your dodge bonus makes a melee attack against you, you may make a 5-foot step to an adjacent square that this foe also threatens. You

then add an additional dodge bonus to your Armor Class against that opponent's first attack. This dodge bonus is equal to your Dexterity modifier (but cannot be greater than half your total character level).

This step counts as your 5-foot step for the round, so you cannot do it if you have already moved or taken a 5-foot step during this round. You cannot later in the round take another 5-foot step or use your move action to move.

NO HESITATION

You charge into combat without any need for preparation.

Prerequisite: Base attack bonus +2, Combat Reflexes

Benefit: Before you roll initiative, you may reduce your Armor Class by any number up to your base attack bonus to add that number to your initiative score. The penalty to your AC applies to your initiative until the combat ends.

If the DM uses the option to re-roll initiative each round (see Chapter Six: Combat), you may change the amount by which you reduce your AC every round (the number can be zero).

PINCER TECHNIQUE

You take advantage of your teamwork to strike your enemy.

Prerequisite: Boon Companion, Comrade in Arms

Benefit: If you are flanking an opponent, you gain a +4 attack bonus for flanking.

Normal: You gain a +2 bonus to attack rolls when flanking.

PRESS THE ADVANTAGE

You are quick to finish your opponent after you drop him.

Prerequisite: Base attack bonus +5

Benefit: You inflict an additional +1d6 points of damage when you strike a prone enemy with a melee attack.



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RAIZALAAR STYLE

Any fighting net in your hands can become a deadly weapon.

Prerequisites: Dex 15+, Two-Weapon Fighting

Benefit: You suffer no penalties when attacking with an unfolded fighting net.

Normal: Attacks made with an unfolded fighting net are made at -4.

RUMMAHZNII STYLE

You destroy your opponent piece by piece.

Prerequisites: Int 15+, Combat Expertise, Improved Disarm

Benefit: If you succeed at a disarm attack in melee combat, you may immediately make a free sunder attempt (at the disarmed item or another item) as if you had not already used your disarm attack. You do not provoke an attack of opportunity.

SECUTOR STYLE

You have trained your hearing to overcome a lack of peripheral vision.

Prerequisite: Wis 13+

Benefit: Your enemies no longer receive the +1 circumstance bonus to flanking and trip attacks when you wear a secutor helmet (see Chapter Five: Weapons, Equipment, and Magic Items). In addition, for a number of times per day equal to your Wisdom modifier, you may make a Listen check as a free action. If successful, add your Wisdom bonus as a modifier to your next ku'oro or shield attack in the same round.

Special: You must be wearing the traditional secutor helmet, and wielding a ku'oro and shield, to use this feat.

SPEED OF THE WIND

You pounce on your opponent when he is unprepared.

Prerequisite: Improved Initiative

Benefit: On a surprise round where you are aware of your opponents, you may make a move action and a standard action. You may not make a full-round action.

Normal: You can only make either a move or standard action during a surprise round.

TUKATA STYLE

You use the spikes as well as the chain.

Prerequisites: Int 13+, Dex 15+, Combat Expertise, Improved Trip

Benefit: Once per combat, if you successfully trip an opponent with your spiked chain, you inflict your weapon damage on the opponent again during the trip as you rake the spikes across the enemy's body. Apply Strength and any other modifiers to this damage as for a standard attack roll.

Special: You must be wielding a spiked chain to use this feat.

TUMBLING RUSH

Prerequisites: Combat Reflexes, center of attention class ability, Tumble 5+ ranks

Benefit: In order to set up this maneuver, you must tumble into another space threatened by an opponent and at least 10

feet away from your location at the beginning of the round. If you succeed, you may initiate a bull rush attempt.

If you push the defender back at least 10 feet, and his movement would provoke an attack of opportunity from a creature in your square, you may take an attack of opportunity.

Normal: The attacker using the bull rush maneuver may not take the attack of opportunity.

WEAKEN THE SPIRIT

Your threat sends an opponent into a panic

Prerequisites: Cha 15+, Dire Threat, Crush Resolve, Enfeeble the Limbs, Intimidate 11+ ranks

Benefit: Once per day, after you succeed at an Intimidate check to demoralize, you cause an opponent to cringe before you for one round (as the covering condition in the DMG).

WEAPON SWITCH

You can catch your opponent by surprise with a quick change of handedness.

Prerequisite: Quick Draw

Benefit: You must have a free hand to use this maneuver. As a free action, you can switch a held weapon from one hand to the other. One creature you threaten cannot gain any dodge bonuses against you until its next action. You only apply half your Strength bonus to damage for any successful attacks for the rest of this round.



CHAPTER FIVE:

WEAPONS,
EQUIPMENT,
AND MAGIC ITEMS

This chapter covers many of the mundane and exotic items common to the brigand and gladiator classes. All of the standard equipment listed in the equipment chapters of the *Player's Guide to the Sovereign Lands* and the *D&D Player's Handbook* is also available unless restricted by the DM.

WEAPONS

The gladiators and brigands of the Sovereign Lands use a variety of tools to defend themselves and win their battles. The following selection highlights some common weapons of these two classes, with a focus on gladiators, as almost any weapon can be found among brigands.

Claws, Iron Cat: These iron palm guards were developed in the ancient Elos Desert cities, and are now used in many areas of Tellene (mostly among thieves and brigands). These guards also have spikes on the palm for climbing, giving a +1 circumstance bonus on Climb checks.

This weapon follows the same armed attack and disarm rules as the spiked gauntlet in the Equipment chapter of the *Player's Handbook*.



Cotanen, Wooden: This is a slightly curved wooden sword with a small, circular guard. The cotanen (as it is incorrectly called) is a foreign weapon that originally comes from the Elos Desert ruins, but is now being made in Cosolen and the surrounding area. The name "cotanen" is said to be a Brandobian corruption of the true pronunciation.

Gurza: The gurza is an oversized Ozhvinmishii ceremonial mace designed for show rather than use. Regardless of crafter, all designs make it one size category larger than normal. Thus, the Medium humans craft the gurza as a Large weapon. A character using this oversized weapon faces the normal -2 penalty per size category for using an inappropriately-sized weapon.

These items are usually chased in silver or gold. Although they are not masterwork items, their fame, intricate design, and role within Svimohzish culture might make them at least as valuable as masterwork weapons in certain situations.

Ku'oro: This short, doubled-edged sword is of Kalamaran design, originally developed for iron but now made only with steel. The blade of the ku'oro is short but heavy and is designed for thrusting and slashing in melee combat. The hilt of the ku'oro is wooden and unguarded. The ku'oro is always carried in a sheath on the right side of the body.



Limb-breakers: Also known as "malerus" in the Kalamaran tongue, limb-breakers are knotted thongs or bands of leather weighted with lead or iron. Gladiators wrap the limb-breaker around their hands to make their blows more powerful. It is rare to encounter one of these weapons outside the hands of a gladiator. Cost and weight given in the table are for a single hand only. Limb-breakers follow the same armed attack and disarm rules as the spiked gauntlet in the *Player's Handbook*.

Randrel: This long, curved, single-edge, two-handed sword is found mainly in Cosdol. The randrel has an extended, unguarded wooden hilt resembling a piece of a bamboo shaft, but it is made out of hardwood.

Rem'Sar: This sickle-shaped, double-edged dagger is used exclusively by Kalamaran gladiators.

Ruvmahzni: This single-edged Ahznomahnii sword is fitted with a crossbar hilt and a forked wooden pommel. However, the ruvmahzni's best known feature is its scabbard. This scabbard is constructed from two slightly concave pieces of wood lashed together with thin cord, allowing the sword to be easily drawn by grabbing the hilt and slicing the blade through the cord between the two wooden pieces. This allows the wearer to keep his sword sheathed in circumstances where a drawn sword might be viewed as offensive, but an attack still might be forthcoming.

Sati'Dar: This single-edged Kasite knife is worn hidden in the wielder's sleeve.

TABLE 5-1: WEAPONS

Weapon	Cost	Damage (S)	Damage (M)	Critical	Range Increment	Weight	Type
Simple Weapons							
Light Melee Weapons							
Limb-breakers	9 sp	1d4	1d6	x3	-	1 lb.	Bludgeoning
Rem'Sar	2 gp	1d4	1d6	19-20/x2	10 ft.	2 lb.	Slashing & Piercing
Sati'dar	2 gp	1d3	1d4	19-20/x3	10 ft.	1 lb.	Slashing & Piercing
Martial Weapons							
Light Melee Weapons							
Ku'Oro	10 gp	1d4	1d6	19-20/x2	-	2 lb.	Slashing & Piercing
Sulamir	15 gp	1d4	1d6	19-20/x2	-	2 lb.	Slashing & Piercing
One-Handed Melee Weapons							
Cotanen, wooden	6 gp	1d4	1d6	19-20/x2	-	1.5 lb.	Bludgeoning
Ruvmahzni	15 gp	1d6	1d8	19-20/x2	-	3 lb.	Slashing & Piercing
Two-Handed Melee Weapons							
Randrel	24 gp	1d8	1d10	19-20/x2	-	7 lb.	Slashing & Piercing
Exotic Weapons							
Light Melee Weapons							
Iron Cat Claws	4 gp	1d3	1d4	x2	-	2 lb.	Piercing
One-Handed Melee Weapons							
Trident, gladiator's*	20 gp	1d6/1d4	1d8/1d6	x2	10 ft.	6 lb.	Piercing & Bludgeoning
Two-Handed Melee Weapons							
Triple Flail	20 gp	1d6	2d4	19-20/x2	-	5 lb.	Bludgeoning

*Double weapon.

Sulamir: This light Basiran cut-and-thrust sword features a flexible blade, doubled-edged only near the tip. From just below this tip to the half basket hilt, the blade is left unsharpened.

Trident, Gladiatorial: This double weapon resembles a normal trident with a banded or otherwise strengthened butt end.

Triple Flail: This steel, three-headed light flail consists of a long wooden handle with small spiked heads on the end of each chain. Skilled users generally seem to dwell in the lands of Korak. The triple flail uses the same game mechanics as the heavy flail.



If the total weight of armor plus armor accessories equals 25-39 lbs., treat the combination as medium armor. If the total weight equals 40+ lbs., treat the combination as heavy armor.

Backplate: Backplate is similar to a breastplate, protecting the wearer only from attacks from one direction – the back (including back flanks). This armor is popular among rogues, brigands and infiltrators who may need to make a quick get away while under enemy fire. It is also useful protection while climbing a wall. Backplate cannot be worn over or under another armor, with the exception of coat, heavy cloth and padded armor.

Backplate is easier to don and remove than frontplate, as the straps are in the front where the wearer has easy access. If both backplate and frontplate are worn, the wearer must use the statistics for a breastplate.

Bracers: On Tellene, these hardened forearm coverings are made of metal plate, rather than leather. Plate bracers allow the wearer to deflect blows during combat almost like using a shield but without the need for a free hand. Use of bracers requires a move action. This confers a +1 shield bonus, a -1 armor check penalty and a 5% chance of arcane spell failure (while using the bracers to defend oneself, i.e. until the character's next initiative). Magical bracers that give the wielder extra armor bonuses

ARMOR AND ACCESSORIES

The armor descriptions and table list the details and statistics for these armors as found on Tellene. It is important to note that wearing medium or heavy armor reduces a creature's effective speed.

For creatures with a base speed of 30 ft., medium and heavy armor reduces speed to 20 ft. For creatures with a base speed of 20 ft., wearing medium or heavy armor reduces speed to 15 ft. Additionally, creatures in heavy armor may only run at triple their speed instead of the usual quadruple speed.

TABLE 5-2: ARMOR

Type	Cost	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Weight*
Light						
Backplate**	150 gp	+5	+3	-3	20%	15 lb.
Frontplate***	150 gp	+5	+3	-3	20%	15 lb.
Soft leather	10 gp	+1	+9	0	5%	5 lb.
Medium						
Breastplate	200	+5	+3	-4	25%	30 lb.
Accessories						
Bracers (pair)	+2 gp	+1	-	-1	5%	1 lb.
Fauld	+50 gp	+2	-	-	-	8 lb.
Greaves (pair)	+8 gp	+1	-	-1	5%	3 lb.
Helmet, secutor^	5 gp	+1	-	-	-	5 lb.
Spauldron (single)	+5 gp	+1	-	-1	5%	3 lb.
Tassets (full set)	+2 gp	+1	-	-	-	1 lb.

* For Medium characters.

** Protects against rear and rear flank attacks only.

*** Protects against frontal and front flank attacks only.

^ Protects against head and face attacks only.

and special abilities (as seen in the DMG) are not designed to deflect blows and cannot be used in this way.

Bracers may be worn on bare skin, over clothing or heavy cloth, soft leather, skins or padded armor.

Breastplate: Breastplate evolved out of designs similar to banded mail and splint mail with the addition of larger globular plates. The globular design provides an effective glancing surface for both melee and ranged weapons. In addition to the frontal and rear globular plates, smaller rounded plates are worn over other parts of the body to provide similar protection. If both backplate and frontplate are worn, the wearer must use the statistics for a breastplate.

Fauld: A fauld is a series of horizontal strips of plate, designed to protect the abdomen. It is generally attached to the lower half of a breastplate, though it may also be worn with backplate or frontplate armor.

Frontplate: Frontplate is similar to breastplate or backplate armor, but protects you only from attacks from one direction – the front (including front flanks). As it is a light armor, it is popular among combatants who expect to fight in formation such that rear attacks are unlikely. Frontplate cannot be worn over or under another armor, with the exception of coat, heavy cloth and padded armor.

Because its straps are on the wearer's back, frontplate takes longer to don and remove than backplate. If both frontplate and backplate are worn, the wearer must use the statistics for a breastplate.

Greaves: This is plate armor for the leg, covering the area from the knee to the ankle. It is typically made of two or three hinged plates encircling the leg. It is generally included with the purchase of a suit of metal armor but may be purchased

separately. Greaves may be worn on bare skin, over clothing or heavy cloth, soft leather, skins or padded armor.

Helmet, Secutor: This is a smooth, brimless, and unadorned piece of headgear worn by devotees of the secutor style (see Chapter Six: Combat). Unfortunately, the eye holes in this helmet are small, and enemies receive an additional +1 circumstance bonus to flanking and trip attack rolls against this character. Fortunately, a trained secutor can adapt and even overcome this liability (see Chapter Four: Skills and Feats).

DM's Option: A DM may allow the secutor gladiator to attempt a Reflex save (DC 20 - character level; minimum DC 10). A success prevents a foe from receiving this bonus.

Soft Leather: The primary purpose of this uncured leather armor that covers the entire body is to protect the wearer from thorny plants or angry insects rather than hostile sword-swinging enemies. In an emergency, however, peasants do what they have. With boots, gloves and helmet included, the armor covers virtually everything except for the eyes, nose and mouth. It appears in different styles in both the central and eastern Young Kingdoms and in the Reanaaria Bay region.

Spauldron: On most suits of armor, this large, curved piece of plate is designed partly for shoulder protection and partly for decoration. With leather straps, it may also be worn on bare skin, over clothing, heavy cloth, soft leather, skins, or padded armor.

When worn separately from a suit of armor (such as by a raizalaar-style gladiator), spauldrons allow the wearer to deflect blows during combat almost like using a shield but without the need for a free hand. Use of spauldrons requires a move action. This confers a +1 shield bonus, a -1 armor check penalty and a

5% chance of arcane spell failure (while using the spauldrons to defend oneself, i.e. until the character's next initiative).

Tassets: Small metal plates, attached to the fauld, that hang down to protect the upper thigh are called tassets. Though included with a full suit of metal armor, a character may purchase them separately. Tassets may be worn on bare skin, over clothing or heavy cloth, soft leather, skins or padded armor.

TOOLS AND GEAR

This section lists both exotic and mundane items for brigands and gladiators. Items are conveniently grouped into helpful categories and listed with price, weight and volume where applicable. Items that have no weight indicated are considered negligible for game purposes. Use common sense to determine the resulting weight if your character carries multiple units of these items.

ALCHEMICAL MIXTURES

Courage in a Bottle: A harsh, foul beverage, courage in a bottle makes the drinker stubborn, cranky and senselessly brave. For one minute after drinking it, the character suffers a -1 penalty to Charisma checks but automatically succeeds at all saves and checks against fear effects (including Intimidate checks to demoralize and saves to overcome Eyes of Fury or Fearsome Appearance feat effects; see the *Player's Guide to the Sovereign Lands*) at +1.

A character that somehow unwillingly drinks courage in a bottle may make a Fortitude save DC 12 to resist its effects.

Nightburn Rod: This short stick is similar in appearance to a sunrod, but it produces an intense burst of light and then fades once it is lit. The nightburn rod can be used as a long-distance signal, but the more common use is in combat. When lit, the character receives a +10 bonus to a Bluff check for creating a diversion that other characters can use to Hide. When lit in areas with little to no light (excluding magical darkness), an unprepared character (with eyes open) must succeed at a Fort save (DC 10) or be dazzled for one round.

Shrieker Syrup: This powerful and malodorous concoction grants a character a +5 alchemical bonus when making a Heal check to treat disease.

TOOLS

Camouflage Netting: Brigands can hide from normal land-bound victims easily, but flying familiars, animal companions, homunculi and other aerial scouts might spoil all of their plans. Camouflage netting provides concealment from above, allowing the brigand to make his Hide check against creatures overhead. Setting up netting takes a brigand one minute; two characters can do the task in half a minute.

Masterwork camouflage netting provides a +2 circumstance bonus to Hide checks made against creatures whose view might be blocked by it.

Olive Oil: A character covered with olive oil gains a +2 circumstance bonus to Escape Artist checks and to attempts to escape a grapple or pin if he is unarmored and wearing little or no clothing. Each application of the oil dries or wears off after 4+1d6 minutes. Applying the olive oil is a full-round action that provokes attacks of opportunity.

Quintain: A training tool for jousting (or even practicing melee combat), the quintain is a wooden post hanging from a rope or mounted on a swivel. One side holds a shield, and the other a striking surface. Striking the shield is relatively simple; the shield's AC is 6 (-5 for Dex, +1 for size).

After a character strikes the shield, the other side (variably a wooden sword, bag of sand, flail, or other thing the fighter might wish to avoid) makes an attack at the character striking it with a base attack bonus +4. Treat the quintain's Strength as 4 points less than the Strength score of the creature striking the shield. The damage is equal to the base damage for the attached weapon, plus the appropriate Strength bonus.

Wheel Trap: The wheel trap is designed to catch and hold or destroy a wagon's wheel. With a grate-like surface that twists and squeezes, brigands lightly bury this heavy box along roads where they can see wheel tracks in the grass or dirt. Detecting the trap requires a Spot check DC 20. The trap triggers when a wagon or cart wheel rolls over it (or when something of 20+ pounds steps or lands on it). A thin covering over the top breaks through, allowing the wheel to sink into the trap's mechanism, which twists in an effort to break the wheel.

The wheel trap attacks with a bonus of +3 against the wheel's armor class of 6 (-5 for Dex 0, +1 for size). It inflicts 1d8 points of damage and traps the wheel. A Strength check (DC 24) is necessary to pry the trap off the wheel or drive the vehicle off the trap. A pair of heavy horses usually makes a Strength check at +5 (+3 for one heavy horse's Strength score of 16, plus a +2 modifier for the other horse's aid), so the driver could "take 20" in trying to pull out of the trap. That gives brigands two long minutes in which to spring an ambush.

TABLE 5-3: TOOLS AND GEAR

Item	Cost	Weight
Camouflage Netting	25 gp	10 lbs.
Camouflage Netting, masterwork	225 gp	10 lbs.
Courage in a Bottle	10 gp	1 lb.
Gurza	25 gp +	4+ lbs
Nightburn Rod	20 gp	1 lb.
Olive Oil	2 sp	1 lb.
Quintain	10 gp	80 lbs.
Shrieker Syrup	25 gp	1 lb.
Wheel Trap	75 gp	40 lbs.

MAGIC ITEMS

Although the working of magic is a great mystery to the common folk of Tellene, the arcane arts are still part of the framework of the Sovereign Lands, although a framework that few have the capability to see. Remember that, while the mercenary band is a common theme of Tellene, the adventuring party is rare. The player characters are the heroes of the story, and are the persons who experience the battles with dragons, the discovery of ancient tombs and the use of magic items, while most common folk know only fear of such things—if they know anything at all.

The spellcasters of Tellene are creative and resourceful in their creation of magic items. Interesting, useful, dangerous, elusive—their magic items are exceptional and deserving of merit. There are no “magic item shops” where a character might purchase such an item. Only at centers of arcane learning, in the treasure hoards of vanquished foes, or in other similar locations should characters have a chance of finding magical items.

ARMOR AND SHIELD SPECIAL ABILITIES

These armor and shield special abilities supplement those found in the *Dungeon Master's Guide* and the *Player's Guide to the Sovereign Lands*. These special abilities can be added to any armor or shield that already has at least a +1 enhancement bonus.

Avoidance: This suit of armor is usually a light armor, sewn tightly for maximum comfort and flexibility. Armor of avoidance provides a +1 dodge bonus to AC and, for characters with the trap sense class ability, an additional +1 against traps. The armor check penalty is reduced by 1 (in addition to the one point decrease for being masterwork) and the wearer's maximum Dexterity bonus is increased by +1.

Faint transmutation; CL 5th; Craft Arms and Armor, *cat's grace*; Price +1 bonus.

Battle Rager's Embrace: At the wielder's command, for a number of times per day equal to the wearer's Charisma modifier, this Fhokki armor absorbs a number of points of damage (equal to 1d10 plus the wearer's character level; maximum 1d10+10) that the wearer would normally take from non-magical melee or ranged attacks. The Battle Rager's embrace is usually a light or medium non-metal armor, but more recent creations have included armors as heavy as half-plate. The armor is usually decorated and inlaid with amber or ivory and representations of animals, usually of boar or deer.

Faint necromancy; CL 3rd; Craft Arms and Armor, *false life*; Price +1 bonus.

Glory: Armor of glory provides the wearer with a +4 enhancement bonus on Charisma checks made during combat. Furthermore, if you strike your opponent first in gladiatorial combat, you immediately gain the crowd's favor. This armor

has appeared in the gladiatorial arenas of the Young Kingdoms, especially Korak. Jet inlays contrast against the bright steel polish to make the wearer stand out from his competitors.

Faint transmutation; CL 5; Craft Arms and Armor, *eagle's splendor*; Price +1 bonus.

Immunity: This armor or shield makes the wearer immune to one spell of 1st to 4th level, determined when the item is created. Common immunities include spells that do not allow a saving throw, such as *magic missile*, *scorching ray*, and *enervation*.

Moderate abjuration; CL 7th; Craft Arms and Armor, spell immunity; Price +1 bonus (for 1st-2nd level spells) or +2 bonus (for 3rd-4th level spells).

SPECIFIC ARMORS

Breastplate of the Fallen Champion: This +1 *breastplate* is imbued with the spirit of a gladiator who died in the ring. The champion whispers in the wearer's ear, pointing out weaknesses in the enemy's defenses and giving suggestions on how best to defeat the enemy. If the breastplate's wearer spends a standard action to heed the spirit's advice, he can make a Knowledge (fighting styles) check at +8 to gain the benefits that skill provides. If the wearer has ranks in Knowledge (fighting styles), he can make his own check instead, with a +2 bonus for the spirit's aid.

Faint transmutation; CL 7th; Craft Arms and Armor, creator must have 5 or more ranks in Knowledge (fighting styles); Price 1,750 gp.

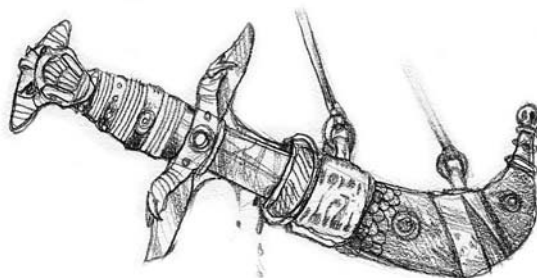
Giantward Shield: This heavy wooden +3 shield of oak or hickory grants a +4 deflection bonus against attacks from giants.

Faint transmutation; CL 7th; Craft Arms and Armor, *shield*; Price 17,000 gp.

WEAPON SPECIAL ABILITIES

These weapon special abilities supplement those found in the *D&D Dungeon Master's Guide* and the *Player's Guide to the Sovereign Lands*. These special abilities can be added to any weapon that already has at least a +1 bonus.

Distraction: Weapons of distraction seem to blur in motion, and the eyes have difficulty following them. Therefore, divining the user's true intentions is difficult. Weapons of distraction give the user a +5 bonus on Bluff checks when using the feint maneuver in combat. Once per day, the user can use the weapon to feint as a free action.



Faint transmutation; CL 7th; Craft Arms and Armor, creator must have at least 5 ranks in Bluff and must have the Improved Feint feat; Price +1 bonus.

Threatening: This weapon allows a user with Combat Reflexes to make one additional attack of opportunity per round.

Faint transmutation; CL 7th; Craft Arms and Armor, creator must have the Combat Reflexes feat; Price +1 bonus.

Warning: These magic weapons are usually light, secondary weapons used more for their ability to prevent subterfuge than for their ability to inflict damage. Daggers, hand axes, and all sorts of knives and daggers are most likely to have this ability. When held, weapons of warning give the user a +5 bonus on Sense Motive checks made to detect a feint.

Faint transmutation; CL 7th; Craft Arms and Armor, creator must have at least 5 ranks in Sense Motive; Price +2,000 gp.

SPECIFIC WEAPONS

Axe of Freedom: The *axe of freedom* is a prized weapon of slaves everywhere. Usually crafted by a worshipper of the Guardian, it can also be found among members of the Unchainers, elves, halflings, and others that hate slavery and oppression. Normally a +1 *hand axe*, the *axe of freedom* gains benefits against clerics and other worshippers of the Overlord, providing an additional +2 enhancement bonus to attack and damage (stacking with existing bonuses), inflicts an additional +2d6 points of damage, and provides a +4 bonus to sunder restraints such as ropes or chains.

Moderate transmutation; CL 5th; Craft Arms and Armor; creator must have the favored enemy (or similar) ability or be a worshipper of the deity known as The Guardian, *bles*; Price 9,000 gp.

Murderous Sword: Highly prized by brigands and often stolen from one band by another, the murderous swords are thankfully few in number. These +1 *scimitars* inflict an additional +2d6 points of damage to creatures under the influence of a spell or ability with the Fear descriptor. Naturally, worshippers of the Prince of Terror consider these weapons holy icons and may visit those who possess them to ensure the proper worship and reverence.

Moderate necromancy; CL 9th; Craft Arms and Armor, *fear*; Price 16,000 gp.

Swashbuckler's Dagger: Popularized by a gladiatorial hero who later fled the arena for the life of a pirate, this +2 *dagger* is intended to be used as a secondary weapon. When held in the off hand, it grants its user a +2 bonus to attack actions that do not deal direct damage to the enemy, such as feints, sunder attempts, disarm attempts, and aid another attempts.

Faint transmutation; CL 7th; Craft Arms and Armor, creator must have a base attack value 6 or higher; Price 10,000 gp.

Warrior Maiden's Staff: Inspired by the deadly royal guards of Tharggy, who are noble ladies in addition to warriors of great skill, this cherrywood quarterstaff allows the user an additional melee strike at her base attack bonus as a swift action (essen-

TABLE 5-4: MAGIC ITEMS

Armor Special Abilities	Market Price
Avoidance	+1 bonus
Battle Rager's Embrace	+1 bonus
Glory	+1 bonus
Immunity	+1 bonus
Specific Armors	
Breastplate of the Fallen Champion	1,750 gp
Giantward Shield	17,000 gp
Weapon Special Abilities	
Distraction	+1 bonus
Threatening	+1 bonus
Warning	+2,000 gp
Specific Weapons	
Axe of Freedom	9,000 gp
Murderous Sword	16,000 gp
Swashbuckler's Dagger	10,000 gp
Warrior Maiden's Staff	46,000 gp
Rings	
Excellence	16,000 gp
Legendary Deeds	90,000+ gp
Popular Appeal +1	1,000 gp
Popular Appeal +2	4,000 gp
Popular Appeal +3	9,000 gp
Popular Appeal +4	16,000 gp
Popular Appeal +5	25,000 gp
Woodland Affinity	2,500 gp
Wondrous Items	
Bracelet of Poison Resistance	18,000 gp
Gong of Silence	8,700 gp
Mask of Fear	13,700 gp
Saddle of the Wild Raider	5,000 gp
Sandals of Careful Stepping	16,000 gp
Tent of Refuge	4,500 gp
Torch of Rallying	2,090 gp

tially a free action once per round) once per combat.

Additionally, the warrior maiden's staff is a +2 *quarterstaff*.

Moderate transmutation; CL 5th; Craft Arms and Armor; *haste*; Price 46,000 gp.

RINGS

Excellence: The wearer of this ring of braided gold thread gains a +2 enhancement bonus to all skill checks.

Faint transmutation; CL 5th; Forge Ring; creator must have 80 skill points; Price 16,000 gp.

Legendary Deeds: Bards say that these rings (of which there are rumored to be only seven) contain the knowledge and skill of a circle of powerful heroes who sought immortality for a great and noble obligation that has since been fulfilled. These thick

gold rings are studded with two dozen tiny brightly-colored gemstones set in rows.

The wearer of a *ring of legendary deeds* gains a +2 enhancement bonus to natural armor, damage reduction 9/magic, and +1 luck bonus to attack rolls, saves, ability score checks, skill checks, and weapon damage rolls.

These rings are almost always intelligent (see Table 7-30 in the DMG). Because of the variable costs for intelligent magic items, those prices are not included in the price of a *ring of legendary deeds*.

Strong transmutation; CL 17th; Forge Ring; *prayer, righteous might*; Price 90,000 gp +value for intelligent item.

Popular Appeal: These rings increase the wearer's popularity in gladiatorial contests. If the wearer has the center of attention class ability, the bonus to attack rolls is increased by +1 to +5 (as an enhancement bonus). The total bonus cannot exceed the character's gladiator level.

Faint transmutation; CL 5th; Forge Ring, *eagle's splendor*, creator's level must be twice the ring's bonus; Price 1,000 gp (*ring +1*), 4,000 gp (*ring +2*), 9,000 gp (*ring +3*), 16,000 gp (*ring +4*), 25,000 gp (*ring +5*).

Woodland Affinity: The wearer of this amber ring gains a +5 bonus on Survival checks.

Faint transmutation; CL 2nd; Forge Ring; creator must have 5 ranks in the skill Survival; Price 2,500 gp.

WONDROUS ITEMS

Bracelet of Poison Resistance: The wearer of this gold and diamond bracelet takes no secondary damage from any poisons.

Faint conjuration; CL 2nd; Forge Ring; *neutralize poison*; Price 18,000 gp.

Gong of Silence: This small gong requires two hands to operate, or be placed on a stable platform while the character strikes it with the accompanying hammer. It produces no audible sound, but all creatures within 30 feet (other than the user) must make a Fortitude save (DC 11) or be stunned for one round. Characters that fail the first save must make a second Fortitude save (also DC 11) or be permanently deafened. The gong can create its magical effect once per day.

Moderate necromancy; CL 7th; Craft Wondrous Item; *daze monster, blindness/deafness*; Price 8,400 gp.

Mask of Fear: This frightening face mask grants its wearer a +5 enhancement bonus to Intimidate checks. Once per day, on the wearer's command, the mask can cast a *fear* spell as a 7th level caster.

Moderate necromancy; CL 7th; Craft Wondrous Item; *fear*; Price 13,700 gp.

Medal of Merit: This item is a badge or medal that hangs from a ribbon (and occupies the magic item slot of a necklace). A character with the arena veteran class ability gains a +2 bonus to Initiative checks when that ability applies.

Faint transmutation; CL 8th; Craft Wondrous Item; *haste*; Price 4,000 gp.

Saddle of the Wild Raider: This light leather saddle grants a rider and mount skills that are useful in the wilderness. Any mount wearing the saddle is considered to be trained for war. The mount takes nonlethal damage from forced marches instead of normal damage, and the rider gains a +4 resistance bonus to Fortitude saves made to avoid nonlethal damage from hot or cold environments.

Faint transmutation; CL 7th; Craft Wondrous Item; creator must at least 5 ranks in Ride; Price 5,000 gp.

Sandals of Careful Stepping: Your movement through threatened squares does not provoke attacks of opportunity.

Faint transmutation; CL 1; Craft Wondrous Item; creator must have at least 10 ranks in the Tumble skill; Price 16,000 gp.

Tent of Refuge: This standard tent is well-concealed when erected and brings comforting sleep to persons sleeping inside it. Finding the tent once it is set up requires a DC 25 Spot check. Characters sleeping inside the tent recover hit points or ability score points as if receiving first aid or long-term care from a healer with a DC 15 Heal check.

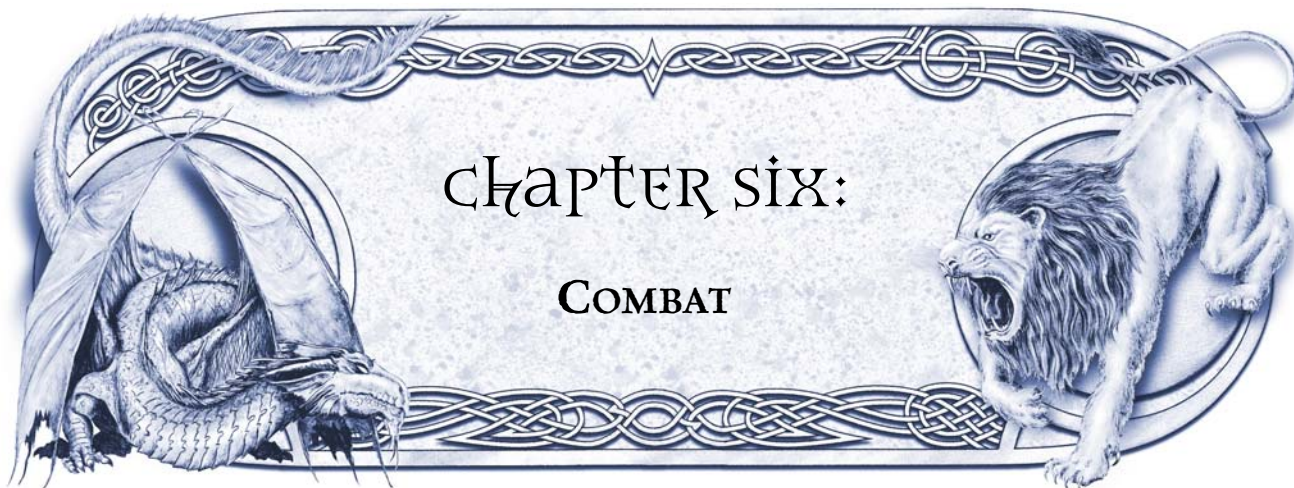
Faint illusion and conjuration; CL 3; Craft Wondrous Item, creator must have 5+ ranks in Heal and 5+ ranks in Hide; Price 4,500 gp.

Torch of Rallying: This everlasting torch radiates a cool yellow flame at all times. In addition to being a handy signaling device, the holder can cast *remove fear* at will as a standard action.

Faint transmutation; CL 3; Craft Wondrous Item; *continual flame, remove fear*; Price 2,090 gp.



The mask of fear is commonly found amongst Fellows of Terror.



While brigands and gladiators are both fearsome in combat, each have their own methods of striking terror into their enemies. Brigands attack by surprise, preferring to kill their enemies before they even know they're hit. Gladiators prefer the slow kill, savoring the win and reminding their supporters (or owners) who pleases the crowds.

This chapter provides additional background on both classes, plus specific gladiatorial styles, and a variety of combat options.

BRIGANDS

Brigands prefer to concentrate some of their forces on the most powerful-looking enemy while engaging multiple enemies at once. They find that this encourages the most panic in as short a time as possible. They use a combination of ranged and melee weapons in order to achieve this goal and no tactic or strategy is beneath them.

BRIGANDS IN THE MILITARY

Brigands rarely serve in regular, front-line positions. If part of an army, they might become elite operatives working behind enemy lines. They might serve as scouts or foragers. More often, they find themselves in an army of levies, impressed or commanded into service. The brigand's best service to the military involves resource denial. He excels at disrupting and destroying enemy supply lines. The brigand enjoys the concept of state-sanctioned caravan looting as much as he enjoys the reality. To a lesser degree, the brigand disrupts communication and coordination by intercepting messengers and picking off lost or scattered units after a battle.

THE COLLAPSE OF ZAZAHNI

While the failure of Zazahni to restore its monarchy after the secession from Meznamish is due to many factors, no historian can deny the role brigands played in the equation.

Perhaps the simplest reason for the governmental collapse is that no single noble could command the allegiance of enough supporting nobles to remain in power. While the reasons for

this failure include ancient tribal conflicts, religious conflicts, territorial disputes, the rights of nobility within the new order, and other factors, many of these issues paled in the face of the poverty that brigandage forced on Zazahni society.

Between bands of deserters on both sides, hobgoblin treasure-seekers and Ahznomahnii malcontents, the landscape of Zazahni following the departure of Meznamish featured intense factionalism among the country's leadership. Its merchant class, however, still traded and made the best they could of an uncertain situation.

Unfortunately, with no national coordination of efforts, bands of brigands were able to move among local warlords, preying on the struggling merchants and townfolk. When one noble threatened to curtail their success, they moved into his rival's territory, certain that the noble would keep the news to himself. If a warlord was weak, the brigands stayed, daring the warlord to expose his defenses to his rivals or risk losing all of his knights to a wilderness ambush.

Within ten years, the brigands had so choked Zazahni's economy that the countryside had little left to steal. When Ul-Karg's encroachment from the west destroyed some of their best hunting grounds, the brigands disbanded or fled north or east like rats fleeing a sinking ship.

Some brigand bands still remain, sliding back and forth the borders with Ozhvinnish or Ul-Karg with impunity to strike when and where they like. Most of these parasites have moved over to hosts trading between Ozhvinnish and Ahznomahn in the far eastern part of the island. The ones that remain are poor, ragged and unpredictable.

GLADIATORS

Gladiators tend to be lone fighters, engaging the best enemy melee combatant on the field in a test of skill. They use whichever melee weapon helps them achieve their goal. They are constantly aware of needed maneuverability and prefer open spaces in which to work, but they excel at adapting to dangerous terrain as well.

GLADIATORS IN THE MILITARY

Gladiators in the army are quite rare, unless conscripted. When they do exist, they prefer to serve as champions, seeking out enemy heroes for individual combat. These enemies might be gladiators as well, but they can take many forms. Against an orc horde, they might fight ogres—which is great from the gladiator's point of view because “the bigger they are, the louder the cheers.”

Some leaders fear a lone finger of death arcing out of an enemy's formation and taking out a gladiator before he has a chance to defeat enemy heroes, so they take a different approach. They spread the gladiators around into ordinary line units. The gladiator seeks out the enemy leader or champion while the other soldiers engage the enemy, maneuvering to allow the gladiator to fight one-on-one so that he can take advantage of his class abilities and feats. If the group outnumber the enemy, some of them might hold back to further help the gladiator by urging him on.

KALAMAR'S SERVILE REBELLIONS

If a person were to ask the freemen and nobility of Kalamar if they fear a slave rebellion, most would scoff at the suggestion.

They lie.

Kalamar has suffered three servile rebellions in its history, and the bloody third rebellion lingers still in the memory of its oldest citizens.

The first servile rebellion occurred in 79 I.R. Before the wars with the Fhokki, slavery in Kalamar was relatively limited in scale. During the wars to advance the empire's border to the north, thousands of Fhokki were captured in battle. These human spoils of war were brought back to the native territories of the victors and put to work in farms and mines. Some of them fought for the entertainment of their owners.

The peace wrought by Emperor Kolokar in 74 I.R. marked an end to the Fhokki slaves' hope of freedom by outside forces. With no hope of the war turning in their favor, the Fhokki rebelled, inciting a small but fierce rebellion in the Kalamaran heartlands. A force of 3,000 slaves wandered north, intending to cross the Kakidela Mountains near Bet Doderia and return home through Tharggy.

While the slaves easily defeated the town garrisons they encountered on the way, successfully avoiding major confrontations for almost 200 miles, Kolokar and a swift armored legion caught up with them and destroyed them in short order.

The second servile rebellion occurred in 481 I.R., when rapid losses of Imperial territories to secession sparked a surge of independence. Slaves born in those areas (Ek'Gakel, Pekal, Paru'Bor, and O'Par) claimed that they should be emancipated and rose up in defiance of their Kalamaran slavery. After one or two small victories west of the Paliba Woods, the slaves secretly formed an alliance with Paru'Bor and O'Par, who agreed to send in a force of arms to liberate them.

Unfortunately for the slaves, their erstwhile allies abandoned them when the Emperor negotiated a peace with the former provinces, and Tokite troops cut the slaves down in a horrible massacre.

The last and most terrible uprising began in 504 I.R. Several dissident soldiers were expelled from the army for banditry (some scholars suspect bribery stayed the hand of justice and execution). They should have been scattered to the corners of the Empire, but as fate would have it, they wound up near enough to each other that secret communication allowed them to coordinate a rebellion.

The leaders of this rebellion were a rowdy and undisciplined bunch, but several of them were outstanding warriors in the arena. Had that been their only asset, the disciplined Kalamaran legions would have ended the rebellion early. As it was, one of them was the budding genius Vigilus. Under Vigilus, the leaders collected a band of runaway rural slaves and captured a large weapons cache at Salireta, equipping their small but growing army with weapons and armor nearly as good as those of an Imperial troop.

After sacking Salireta, the rebel's numbers swelled with escaped slaves. The sacking sparked minor uprisings all across Kalamar, slowing the empire's ability to respond to the real threat near the Kalasali Woods. Vigilus used the woods to his advantage, moving his army through them to avoid conflict with the Kalamarans.

Only when Vigilus threatened to march on Bet Kalamar itself did resistance gather to a point where the empire could end the rebellion. It is said that the bodies of the dead dammed the Badato River and the impalement of the slaves afterward required 3,000 stakes. Overall, Kalamar killed an estimated 60,000 slaves during a period of only months between open battle, scattered skirmishes and retribution among slaves who aided the rebellion with supplies or information.

In each case, the leader of these rebellions was a gladiator (and twice, a Fhokki gladiator).

GLADIATORIAL STYLES

At first glance, creating a gladiator would seem to present little difficulty. Assign your highest ability score to Strength, then go with Constitution and Dexterity, and dump the low scores in your other abilities with disregard. Buy the best armor you can afford, get a weapon, and head to the arena, savagely killing anyone you face.

However, professional gladiators rarely arrive in the arena fully armed and armored. Who wants to see two 'tanks' trundling over the sand and denting each other's armor, when you could see the graceful dance of dexterous bodies, guts spilling and brains shattering? In formal arenas, gladiatorial fights are often intended for certain styles of gladiators, and an unsuspecting fighter might find himself equipped in that style whether he trained in it or not!

Regardless of style, the same advice given to fighters and barbarians applies. Gladiators should focus on mobility and speed as much as heavy armor and weapons. The gladiator's arena veteran ability makes his attacks of opportunity a force to be reckoned with, thus a weapon such as a spiked chain is a good idea. As gladiators receive a free Exotic Weapon Proficiency at first level, the player does not have to spend a precious feat to be able to use it effectively.

The following examples show various gladiatorial styles from different lands. If you find your campaign in need of more styles, you may easily convert these samples to other lands with a slight change to name, armor and/or weapon.

EDARN

In the arena, a wooden sword in the hands of an edarn adept can be as dangerous a weapon as any. This gladiator wears a frontplate with fauld and tassets, and greaves on both legs. The edarn gladiator's sword is a wooden replica of the Brandobian cotanen, a curved short sword. The edarn devotee rarely fights in games to the death, but may carry a backup dagger on the rare occasions he does so.

Like the raizalaar with the secutor, the dextrous edarn gladiators are usually matched with the more heavily armored haradans. The typical order of feats is as follows:

1st feat	Dodge (Dex 13+) or Endurance
2nd feat	Mobility or Diehard
3rd feat	Weapon Focus (cotanen or shortsword)
4th feat	Edarn Style
5th feat	Dominate Attention

Edarn gladiators place great importance on the skills Bluff, Intimidate, Listen and Perform.



A haradan gladiator might wear armor like this.

HARADAN

Haradan gladiators swing the heavy or triple flail and wear a spiked frontplate. They favor charging and bashing attacks, hoping to wound an opponent's limb or, should the opponent lose his weapons, force him to surrender in fear of wrestling with a spiked haradan. Their style comes from Tokis, where even their armor has been adopted and improved upon by the local knights (see shrike armor in the *Player's Guide to the Sovereign Lands*).

A haradan is usually matched with an edarn. The typical order of feats is as follows:

1st feat	Power Attack (Str 13+) or Improved Initiative
2nd feat	Improved Sunder or Speed of the Wind
3rd feat	Improved Overrun or Improved Bull Rush
4th feat	Weapon Focus (flail) or Toughness
5th feat	Haradan Style

The Haradan usually assigns his skill points to Intimidate, Jump, and Tumble.

KASITAN

The kasitan gladiator wears a gleaming frontplate and fauld, and fights with a long spear as his principal weapon. Kasitan followers wear a satidar (their name for a regional dagger) in a sheath at their stomach in case their opponent gets too close for the spear to be effective. Whenever possible, the kasitan gladiator disables his opponent with the spear and uses the satidar for the final blow.

The tukata are their most frequent opponents. The typical order of feats is as follows:

1st feat	Combat Expertise or Improved Initiative
2nd feat	Dodge (Dex 13+) or Weapon Focus (longspear)
3rd feat	Improved Trip or Combat Reflexes
4th feat	Mobility or Quick Draw
5th feat	Kasitan Style

The kasitan gladiator often finds the skills Escape Artist, Intimidate and Sense Motive useful.

LUDORI

These beast-fighters pit themselves against fierce creatures that know no fear or mercy. The ludori does not discuss his mistakes with his opponent after a match while sipping ale. He tears his opponent's flesh from its bones with a feral scream.

Instead of feat progressions, ludori have their own prestige class (see Chapter Three: Prestige and Personality).

RAIZALAAR

A raizalaar is an agile Reanaarian gladiator who fights with stylized fishing gear – a fighting net, gladiator's trident, and dagger. The raizalaar fights by throwing the net at his adversary and then attacking with the trident. If he misses with the net,

TABLE 6-1: GLADIATORIAL STYLES

Style	Challenger	Equipment
Edarn	Haradan	Wooden cotanen, frontplate, fauld, tassets, greaves
Haradan	Edarn	Triple or heavy flail, spiked breastplate
Kasitan	Tukata	Spear, sati'dar, frontplate, fauld
Ludori	Beasts	Unarmed strike or iron cat claws
Raizalaar	Secutor	Net, gladiator's trident, dagger, spauldron
Ruvmahznii	Any	Twin ruvmahzni, chain shirt, greaves
Secutor	Raizalaar	Ku'oro, shield, left greave, helmet
Sword master	Sword master	Armor (any), sword (any)
Tukata	Kasitan	Spiked chain, soft leather armor
Wrestler	Wrestler	none

he can use the drawrope tied to his wrist to bring it back in hand and run, preparing his net for a second cast, while his adversary follows him round the arena. Another common tactic is to entangle his opponent's weapon in his net and disarm him, so that the raizalaar can kill his opponent with ease. Other tricks he can try with his net is to whip the net at his opponent's eyes to blind him or at his legs to trip him.

The raizalaar is perhaps the most vulnerable among gladiators as he may wear no more than a loin cloth when fighting – except for a single spauldron to protect his left shoulder. Despite the difference in armors, however, the raizalaar has the advantage of speed, and often carries a greater number of offensive weapons.

In many fights, the raizalaar must resort to fighting with just his trident and dagger. The trident is often held two-handed, left hand nearer the prongs, so that he can parry his opponent's strikes with its shaft and strike with the blunt end (see Chapter Five: Skills, Feats, and Equipment). The raizalaar typically uses the dagger to cut his net free if it gets snagged on his trident, or as a backup weapon if he loses both net and trident. Should this dangerous situation occur, a raizalaar's fight might devolve into straight wrestling matches with daggers.

A raizalaar is commonly assigned to fight a secutor or, on rare occasions, a haradan. The typical order of feats is as follows:

1st feat	Two-Weapon Fighting (Dex 15+)
2nd feat	Two-Weapon Defense or Improved Initiative
3rd feat	Raizalaar Style or Combat Expertise (Int 13+)
4th feat	Weapon Focus/Finesse or Improved Disarm
5th feat	No Hesitation or Improved Trip

The raizalaar often puts his skill points in Bluff, Spot and Tumble.

RUVMAHZNII

Ruvmahznii take their name from the twin ruvmahzni (one-handed Ahznomahnii swords) they wield. They primarily wear a chain shirt and greaves on both legs, although leather armor is often substituted when the style appears outside of Svimohzia.

Ruvmahznii are quite popular on the Mezh-Vowmi Isle, where Whengohlzha, the House of Sport, holds many kinds of gladiatorial contests. The entertainment there ranges from pit fighting to man versus beast contests to the crowd-pleasing monster fights. Gladiators come to Zha-nehzmish from many lands to win accolades and rewards for their successes in battle.

The combatants in the greatest demand are captured Meznam sailors. Five years ago, a captured Meznam noble fought in Whenohlzha and, using the ruvmahznii style, personally defeated three ogres—much to the shock of the gathered crowds. In the fight, he suffered a horrific wound to the head. As his lifeblood sloughed out of the hole, he cursed the crowds, damning them to “choke on their gold.” His curse has become something of a joke, for the Profiteers took his corpse and dipped it in molten gold, mounting the grotesque statue near the ticket box in front of the coliseum's main gates.

Ruvmahznii gladiators may appear in fights against a variety of opponents. The typical order of feats is as follows:

1st feat	Two-Weapon Fighting (Dex 15+) or Toughness
2nd feat	Two-Weapon Defense or Combat Expertise (Int 13+)
3rd feat	Power Attack or Improved Disarm
4th feat	Weapon Focus (ruvmahzni) or Ruvmahznii Style
5th feat	Cleave or Dodge (Dex 13+)

The ruvmahzni principally uses the skills Balance, Intimidate, Jump and Sense Motive.

SECUTOR

A secutor is a Kalamaran gladiator distinguished by a smooth, brimless, and unadorned helmet. Unfortunately, the eye holes in this helmet are small, and his enemies receive an additional +1 circumstance bonus to flanking and trip attacks.

He wears a loincloth, belt, a greave on the left leg, a linen wrapping tied with leather tongs on his right arm, and wields a small oval or rectangular metal shield, and a ku'oro sword. The secutor's typical strategy is to keep behind his shield and force his opponent into close combat so he can strike with his sword.

A secutor is commonly assigned to fight a raizalaar. The typical order of feats is as follows:

1st feat	Improved Shield Bash
2nd feat	Weapon Focus (shield) or Toughness
3rd feat	Secutor Style or Power Attack (Str 13+)
4th feat	Weapon Focus (ku'oro) or Cleave
5th feat	Weapon Specialization (shield) or Improved Initiative

The secutor principally uses the skills Bluff, Intimidate, and Sense Motive.

TUKATA

The tukata wears soft leather armor and a leather helmet, and wields a spiked chain for his weapon. They often fight with a dodging, weaving motion, using their weapon to both trip and rake their opponent. These fighters train primarily in Tarisato and are often powerful Kargi or sil-karg.

They are frequently matched against the kasitan. Their typical order of feats is as follows:

1st feat	Combat Expertise (Int 13+) or Improved Initiative
2nd feat	Improved Trip or No Hesitation
3rd feat	Weapon Focus (spiked chain)
4th feat	Dodge or Combat Reflexes
5th feat	Tukata Style

Many of the tukata's skill points go into Bluff, Sense Motive and Tumble.

OTHER COMBAT STYLES

Other styles include that of the sulzdeh fighter, sword master, and the wrestler. Such matches occur throughout Tellene, from taverns to town centers to large arenas. Outside of the arena, combatants use these matches to resolve disputes, determine a proper course of action, or as a diversion. The commonness of these matches means many citizens have either watched or at least heard of a match in their lives.

SULZDEH

Sulzdeh, or "fists" matches are common in the Kingdom of Ozhvinnimish. A combination of boxing and wrestling, combatants wears hand wrappings to protect the knuckles and to minimize the damage to their opponent. Matches to the death are quite rare, since there are much easier ways to kill your opponent.

Both contestants get into a circle some 10-feet in diameter. With the striking of a bell, both combatants attack. The first combatant to fall outside of the circle loses. The match continues with the victor winning the best of three.

They are always matched against other sulzdeh fighters. A typical order of feats is usually:

1st feat	Improved Initiative or Toughness
2nd feat	Weapon Focus (unarmed strike) or Combat Expertise
3rd feat	Undying (Con 13+; PGtSL) or Dodge
4th feat	Shock Resistant (Con 13+; PGtSL) or Improved Feint
5th feat	Tough as Nails (Con 13+; PGtSL) or Mobility

The sulzdeh adept often maximizes Bluff and Intimidate, along with some ranks in Balance and Sense Motive.

SWORD MASTER

In truth, the sword master rarely has a 'style' to call his own, and he might not even be a swordsman (or a master). He might fight with staff, with spear, or with exotic weapons such as the kama. In the unspoken rules of the ring, however, these characters hold no clout. Few count their victories as anything other than oddities. Most sword masters, on the other hand, claim that in the long run, against a great number of opponents with different weapons, the sword beats nearly all of them. Most other weapons might defeat a few, especially those designed to defeat certain weapons, but the sword — the first weapon made specifically to kill other people — holds a kind of royalty, a kingship, among weapons. No other weapon compares.

They are usually matched against others of their ilk. A sword master's typical order of feats might look something like this:

1st feat	Improved Initiative or Power Attack (if Str 13+)
2nd feat	Combat Expertise (Int 13+) or Weapon Focus
3rd feat	Improved Disarm (Int 13+) or Toughness
4th feat	Dodge (Dex 13+) or Endurance
5th feat	Unerring Strike (Dex 13+; PGtSL) or Diehard

The traveling sword master often maximizes Bluff and Sense Motive. He usually assigns a few points to Gather Information and Tumble.



WRESTLER

Wrestling in one form or another is ubiquitous across Tellene. Ranging from free-style impromptu meets in Reanaaria Bay to the stylized and traditional matches of Ozhvinmish, wrestling is the sport of common folk and the nobility alike. The wrestling pit is one arena in which any two people, no matter how different their social background, can meet as equals.

Wrestlers are matched against other wrestlers, not followers of any armed gladiatorial style. Although styles may vary widely, a typical order of feats might be:

1st feat	Improved Unarmed Strike or Power Attack (Str 13+)
2nd feat	Improved Grapple or Improved Bull Rush
3rd feat	Weapon Focus (unarmed strike) or Improved Initiative
4th feat	Dodge or Improved Overrun
5th feat	Mobility or Knock Prone (PGtSL)

The wrestler often chooses to put skill points into Bluff, Escape Artist, Sense Motive and Tumble.

DEATH OR GLORY

When a gladiator falls in combat, his fate depends on his favor at the time. Usually, unless he has offended the judge (Emperor Kabori himself in Bet Kalamar; otherwise the local ruling lord), he is spared. Certain matches might be pre-ordained a fight to the death.

In advance of a match to the death, the judges order red banners run up poles in the arena. Also, the lord might order the winner to finish off a gladiator who fought cowardly. If he lives, the crowd usually pummels the gladiator with peach pits left over from treats eaten during the day.

Gladiators killed on the field are taken away by colorfully dressed servants, who caper and dance around with a morbid humor. While one of these servants attracts the crowd's attention, another one delivers a fatal strike to the body with a punch dagger (a coup de grace attempt) to make sure the gladiator is not faking his death.

ADDITIONAL COMBAT OPTIONS

This section covers blinding, crippling, decapitating, disemboweling, slicing an opponent's forehead (constantly blinding him with dripping blood), kicking, disarming shields, and unbalancing. These combat options originally appeared in the *Player's Guide to the Sovereign Lands* and the *Villain Design Handbook*. Being appropriate for both brigands and gladiators, they are reprinted here for the reader's convenience.

BLIND

During melee combat, the villain may attempt to blind a victim without killing him. Blinding an opponent requires accuracy and a precise strike, and means that the villain is aiming to hit the eyes, and nothing else. Because of the preci-

sion needed to strike an eye, you incur a -10 penalty to your attack roll against your opponent's AC. You also incur an additional -2 penalty with medium-size melee weapons or a -4 penalty with large-size melee weapons (they are simply too big to easily perform such a maneuver—without also removing most of your opponent's head). You must declare this attack before rolling to hit. A failed roll misses the opponent entirely.

On a successful attack, the target cannot see out of the damaged eye and suffers the penalties described in the *Dungeon Master's Guide* for loss of function of an eye. Another successful blinding attack on the remaining eye will inflict the blinded condition as detailed on page 300 of the *Dungeon Master's Guide*. Blinding an opponent does not provoke an attack of opportunity.

Region: This combat technique is taught in the hobgoblin nations of Norga-Krangrel and Ul-Karg, and used to a lesser extent in the Lands of Tarisato. Except among traveling gladiators, it is rarely used elsewhere.

CRIPPLE

The villain knows how to shatter the limbs of his victims. When making a melee attack with a bludgeoning weapon, you may attempt to break one of your victim's arms or legs. However, you suffer a -2 penalty to your attack roll to target this specific area, plus a further -2 penalty if the limb you wish to target is opposite your off hand. Ambidextrous characters ignore this second penalty.

For example, Akkis is right-handed, but wishes to cripple his victim's left arm. If the victim is facing away from Akkis, the victim's left arm is on Akkis' left side, so he suffers the -4 penalty. If the victim is facing Akkis, the victim's left arm is directly opposite Akkis' weapon (right) hand, so he only suffers a -2 penalty to attack. Of course, if the victim was facing away from Akkis, he could attack with his off (left) hand. This would ignore the -2 penalty above, but Akkis would suffer any other penalties for attacking with his off hand. You must declare this action before you make your attack roll. A missed attack roll ruins the attempt.

If the attack is successful, your victim must make a Fortitude saving throw (DC 10 + villain's total attack bonus with that weapon). A failed save means that the victim's arm or leg has been broken. A victim with a broken arm suffers a -2 penalty to attack and damage rolls and a -4 penalty to effective Dexterity. A victim with a broken leg cannot run or charge, moves at half normal movement and suffers an effective penalty of -2 to Strength and Dexterity. Crippling an opponent in combat does not provoke an attack of opportunity.

Region: This combat technique is common among brigands and well-trained military officers in the Young Kingdoms. It is rarely used elsewhere.

DECAPITATE

The villain is skilled at delivering a gruesome killing blow, before anyone would expect it. As a melee attack, you may attempt to decapitate any character who is cowering, dazed, dazzled, disabled, entangled, helpless, paralyzed, petrified, stunned or otherwise loses his or her Dexterity bonus. (You gain a +2 bonus to hit cowering or stunned characters.)

If your attack results in a critical strike, the victim must make a Fortitude save (DC 15 + villain's Strength modifier + any magical bonus on the weapon used). Failure means the victim suffers instant death, as his decapitated head goes hurtling from his shoulders.

This attack must be declared before rolling to hit and replaces any additional damage normally resulting from a critical strike. If your attack does not result in a critical strike, your weapon does damage as normal. Decapitating an opponent does not provoke an attack of opportunity.

Region: This combat technique is taught in combat arenas throughout the Kalamaran Empire. One need not be a gladiator to use it but it is not often seen outside the arena.

DISEMBOWEL

You may attempt to disembowel any character who is wearing padded (or no) armor on their midriff. Typically, this includes monks, sorcerers and wizards. As a full-attack action, you make a melee attack against your victim with a -2 to hit. This attack must be declared before rolling to hit, and provokes an attack of opportunity from anyone other than the victim himself.

If you succeed, the victim must make a Fortitude save vs. the DC your character needed to hit the victim. A failed check means that the opponent suffers the damage done by your attack, and is disabled (per the *Dungeon Master's Guide*) as his intestines spill out onto the ground like a pile of wet noodles.

Region: This technique originated in Reanaaria Bay where it became a defense against lightly armored pirates of the region. Except among traveling gladiators, it is rarely used elsewhere.

FOREHEAD SWIPE

A combat maneuver with similar results to the called hit to the eye is the forehead swipe. In this maneuver the combatant uses a slashing weapon to attempt to wound his opponent's forehead just above the eyes. Because of the precision needed, you incur a -8 penalty to your attack roll against your opponent's AC. You also incur an additional -2 penalty with medium-size melee weapons or a -4 penalty with large-size melee weapons. You must declare this attack before rolling to hit. A failed roll misses the opponent entirely.

On a successful attack, the wound causes blood to drip into your foe's eyes, resulting in a temporary blinded condition as described in the *Dungeon Master's Guide*. This condition remains in effect until the blinded character uses a full round action to wipe away the blood from his eyes. However, one round later he

will continue to become blinded from dripping blood. The bleeding is sufficient to cause temporary blindness that will last for a period of 10 minutes or until the victim receives magical curing or a healing check against DC 15. Attempting a forehead swipe on an opponent does not provoke an attack of opportunity.

Region: This combat technique is taught among many of the Deji tribes that dwell in the Wild Lands. Except among traveling gladiators, it is rarely used elsewhere.

KICK

A kick is an unarmed strike that you make with your foot. A Medium character's kick inflicts 1d6 points of nonlethal damage (Small characters inflict 1d4). Using a kick attack in the same round as making a normal attack incurs the same penalty as if you were using two weapons. The feats that offset some of the penalties for using two weapons do not apply to kicks. A kick attack counts as a light weapon (for purposes of two-weapon attack penalties and other conditions).

As with other unarmed attacks, you may attack with a -4 penalty to inflict normal damage instead of nonlethal damage. In addition, the awkwardness of such a kick attacks incurs a -2 circumstance penalty to attack rolls.

Region: This combat technique may be most common among the gnome and halfling races, perhaps due to their proximity to their larger opponent's legs.

SHIELD DISARM

As a melee attack, you may make a shield disarm attempt. A shield disarm attempt provokes an attack of opportunity from the defender. You make an attack roll against your opponent's AC. If you succeed, you knock your opponent's shield away, removing the shield's benefit to your opponent's Armor Class until your next action. The shield disarm is very effective as part of a team effort. Often, a quick brigand with the Improved Initiative feat attacks first, knocking the shield aside. Powerful characters with heavy weapons come in afterward and strike for large amounts of damage. The fighters often use the Power Attack feat to deliver particularly devastating blows.

Region: The elves of the Lendelwood were one of the early adopter of this technique, in their struggles against the Brandobians, but it can be found in all areas of Tellene where soldiers and warriors carry shields.

THROW

As per the *Player's Handbook*, once you are grappling with an opponent (regardless of who started the grapple), you can make an opposed grapple check. If you win, you can damage your opponent, start a pin, break another's pin or escape.

Throwing your opponent is another option. You may only throw an opponent of your size category or smaller. You must roll your grapple check to escape with a -4 circumstance penalty. If you succeed, you throw your opponent up to one square (five feet) per point of Strength modifier (with a minimum of one

square) in any direction you choose. The opponent falls prone in that square and suffers 1d6 points of nonlethal damage. If you fail, you are still grappling.

Region: This combat option is a common wrestler's technique, and is taught by gladiators throughout Tellene.

UNBALANCE

You may attempt to knock your opponent off balance with a melee attack. As a full-attack action, you make a melee touch attack against your opponent. If you succeed, your opponent must make a Balance skill check opposed by your Strength check. If you win the opposed roll, the opponent loses her Dexterity bonus to any checks (including Armor Class, Weapon Finesse and Balance checks) until her next action.

Region: This combat technique is popular among the Fhokki peoples of the Wild Lands, though it can be found elsewhere.

DM OPTIONS

ARENA FUMBLES

When a character rolls a natural 1 on an attack roll, the character must succeed at a DC 15 Will save or commit some violation of etiquette or rules infraction that the judges notice. (In combats with no rules, of course, this option does not apply.)

The judges immediately stop the action and separate the gladiators (interceding can take a bit of courage, but gladiators do not usually attack judges). The judge might or might not verbally explain the infraction to the crowd (hand signals work for both the combatants and the spectators). The gladiator receives a penalty or warning, though a single warning by itself may be meaningless. Typically, it takes three such warnings to earn a disqualification.

In more formal occasions, a combatant who commits an error automatically loses the crowd's favor (if he has it). A warning might also carry a stiffer penalty: in matches determined by points, the error might cost a point. If the rule-breaking competitor currently has no points, his opponent gains one.

In the harshest of tournaments, a broken rule is regarded as cheating, and the contest is forfeit. In cases where a forfeit means death to the rule-breaker, gladiators rarely take any chances.

CHANGING INITIATIVE

The D&D rules for initiative are meant to speed game play for groups of players opposed by multiple monsters, possibly with different initiative modifiers. For an intense match where a single player opposes an enemy of near-equal skill, consider re-rolling initiative each round. The threat of suffering two consecutive attacks makes strategies relying on successive actions chancier. The added tension of possibly losing the initiative to your enemy increases excitement. This option also makes the No Hesitation feat more useful in combat, increasing

play options for gladiators. Chapter 2 of the DMG discusses additional ramifications of using this initiative option.

CHEATING

If a combat allows for any ritual fighting and has restrictions on holds, techniques, or weapons, unscrupulous characters invariably cheat from time to time. Some villains cheat all the time. Even a good and honest character might have to resort to shady tactics when his back is to the wall. The character might sneak in a low kick, temporarily blind his opponent, or simply make a punch or strike with an illegal part of the hand or fist.

To resolve a cheating attempt, the cheating character must make a Sleight of Hand check opposed by a judge's Spot check (if needed, assume an average judge has a Spot check +8). If the Sleight of Hand check is 10 or less, 5d10% of the crowd notices the maneuver and expresses their disfavor verbally. The judge might or might not act on this disfavor, but the character might lose the crowd's favor if he has it. In some cultures, however, if a character isn't cheating, he isn't trying hard enough, and the attempt carries no other penalty.

The cheating attempt typically occurs as an attack action, so a character with multiple attacks can attempt a cheat and a normal attack, suffering any penalties with making multiple attacks. He can also cheat as an attack of opportunity.

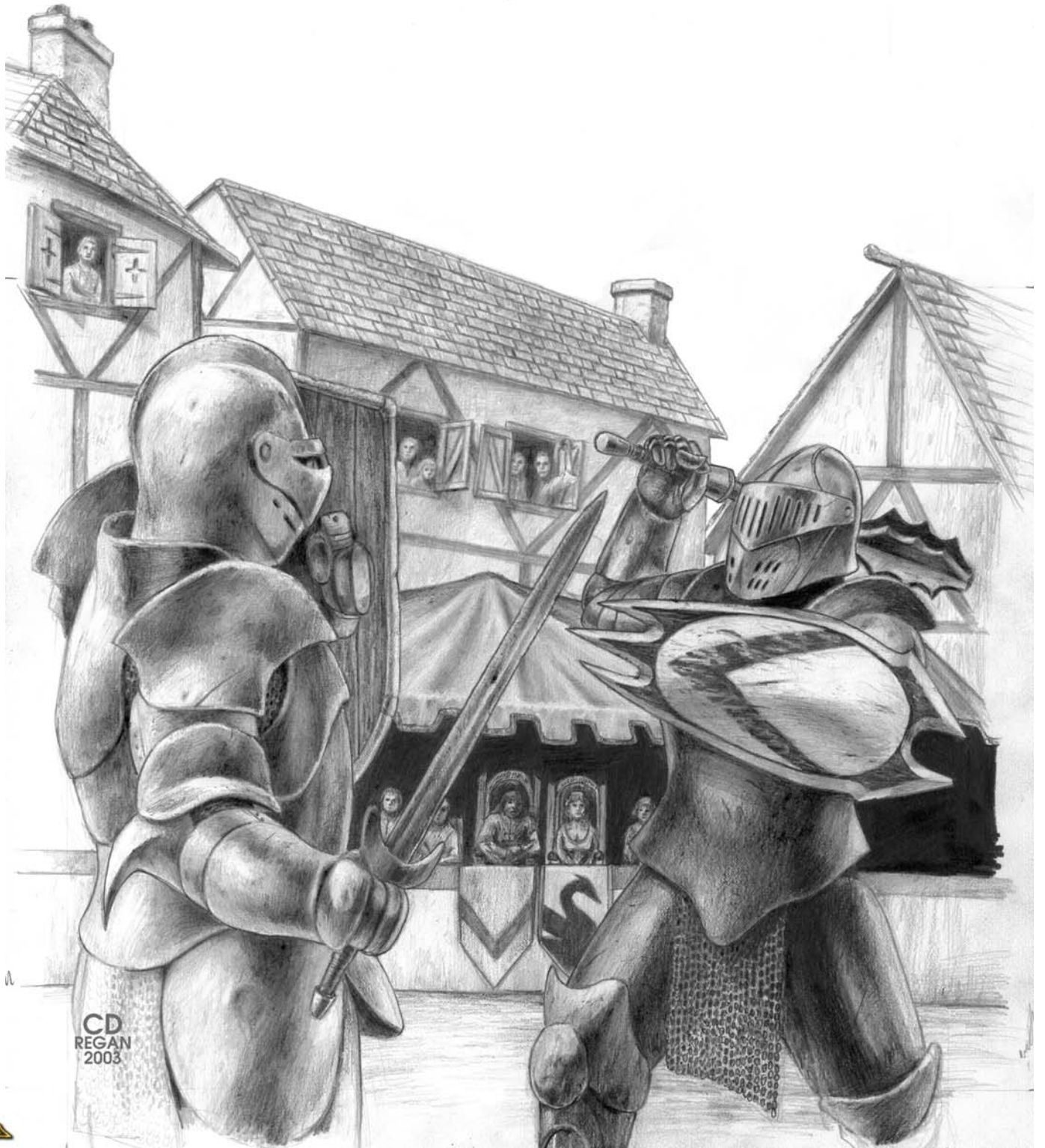
Using this resolution, a cheater receives a +1 bonus to his choice of attack roll, damage roll, or dodge bonus against a single attack. The bonus must be applied before the roll is made. The cheater must use the bonus within 1 round.

PLAY BY PLAY

Since gladiatorial combat is the gladiator's chance to have the spotlight for a few minutes, consider taking the time to relate to the group what happens each round instead of having both sides just rolling attack and damage dice.

Here are some examples, where Dataris is the name of a female gladiator:

Action	In-game Explanation
Feint	"Dataris makes a desperate swipe with her spiked chain, forcing her opponent off balance as he avoids the blow."
Critical Hit	"Dataris' enemy attempts to time his approach to avoid the swirling bladed chain in her right hand, only to meet the solid iron in her left hand, right between his eyes."
Disarm	"Dataris' chain loops around the wild elf's spear several times. With an unexpected yank, the spear flies out of the elf's grip and sticks in the ground at his feet."
Trip	"Using the difficult 'heron-shields-her-young' sweep, Dataris drags her enemy to one side just long enough to knock his legs out from under him."





CHAPTER SEVEN: ORGANIZATIONS

This chapter describes a few brigand bands and gladiatorial schools and halls for immediate use in the game. Each section includes an overview, descriptions of its base of operations and a roster of some interesting characters.

KALARAG'S BEAST BAND

Kalarag was just a youth in 541 I.R., when he and the other boys his age ditched their chores and stomped through the lower ridges of the PTikor Hills, near their home village of Thedidu. When one of the boys slipped down a gravelly ridge and landed near a dire wolf, Kalarag froze, though not in fear or indecision. Instead, the youth watched in awe as the majestic beast pounced on his injured friend and rent him to shreds. While his companions fled in fear for their own lives, Kalarag noted every detail. He saw how the beast turned its head to bite, how it planted its feet firmly before lunging with its neck, and how the wolf fought off the scavengers that came to steal its kill.

Kalarag's fascination with animals continued into adulthood. One day, while out hunting a band of krenshars, he was captured by a bunch of thugs and sold to an underground slave ring. Kalarag had to fight, winning his owners a small but consistent amount of money. One day, a year into his servitude, he fought in a special holiday match presided over by King Adoku. His opponent was a displacer beast. His only weapon was a club; his armor only a leather mask. Kalarag astounded his owners by subduing the beast and making it sit calmly before the crowd. After the match, Kalarag's owners (now a little intimidated) came to an agreement. They managed to provide the arena Kalarag's skill with animals. When he made them enough money, he could buy his freedom.

Unhappy at the prospect of buying the freedom he should have had anyway, Kalarag agreed. Two years later, he was free again. Better yet, he had managed to implicate his former captors as possible members of the Secret Network of Blue Salamanders. Kabori had them captured and tortured to death. Kalarag's reputation as a man who knew how to please a crowd grew, and he eventually came to work in the Imperial Arena in Bet Kalamar.

KELIRI'S GLADIATOR SCHOOL

Adukan Keliri has trained more champions than any other gladiator school. Fathers pay hefty fees hoping that Keliri will take their sons under his wing. Parents name their children after him. Keliri's fame is a part of Bet Kalamar's history.

Unfortunately, that history might be all that he has left. The school has not produced a champion in over ten years, and his competitors say that he can no longer keep up. In fact, it has been years since any contestant from his school has even come close to a championship.

Keliri has never been one to bank for the future, and he lived an extravagant lifestyle since his school saw its first huge success nearly twenty years ago. As his fortunes have waned, he has not been able to adjust. Buying less expensive clothing or hosting fewer parties would point out his change of fortune to all of his friends and neighbors. Unthinkable! Instead, he has been raising his fees for training. He can still count on the school's reputation for new students. Mercenaries and guards that have trained at Keliri's school command greater salaries than run-of-the-mill legionaries, no matter how skilled they might be. While slave owners are sending him fewer candidates, he has begun to make more money off of the freemen that come to train. For now, the question is whether or not Keliri's excess will bleed the school to death before it can adjust to this new change in focus.

Recently Keliri has been on the field himself, training with the senior students. After taking a few weeks to find his pace, he has trimmed back some of his fat. He won once, he says to himself, and he can win again. He does not see the pain in his students' eyes as they watch him struggle through exercises.

COMPLEX

The complex is a walled compound within the city of Bet Kalamar, occupying an entire city block. Keliri's three-story home dominates the grounds and features a wide brick walkway that leads straight to the exit (so that he can show off the prominence of his guests before his staff and students). A secret

entrance to the opposite wall allows female guests of less prominence to enter and depart without comment by the rest of the compound's residents.

A cramped two-story barracks houses the students, while a three-story apartment houses instructor Koyesh and the rest of the staff in reasonably spacious quarters. This building, being in the lee between Keliri's home and the adjacent wall, is stiflingly hot in the summer months, and few of its residents stay inside any longer than they must.

The training yards take up most of the grounds, except for a small garden and animal pen to one side of Keliri's home.

STAFF

Koyesh: One of Keliri's liabilities is his corrupt assistant Koyesh, a half-Dejy woman from the Erasar'Kil Marsh. Koyesh is responsible for overseeing prospective students through a six-week course designed to weed out the weak and get the serious candidates in good shape. Although she is a tough warrior and top-rate trainer, she has become lazy without any direction from her boss. She has begun taking bribes to allow students to continue rather than fail her course. What started as a single borderline case a few years ago has grown until she passes nearly everyone, with the cost of passing determined by the gulf between the student's capabilities and her monetary requirements.

Nathur: Nathur takes care of the school's arms and armor. Unfortunately, he was hired more because Keliri sees a dwarven smith as a sign of prestige than because of any great talent. He is merely adequate.

MOUNTAIN-TOP THUNDER

A generation ago, the homesteaders north and west of P'Bapar lived a rough but fair life. They built homes sturdy enough to defend against both the inevitable raids and the harsh weather. They raised a few crops, kept a few herds, and lived in the shadow of the big city. In dire emergencies, they could rely on sending a petition to the Archduke of P'Bapar to help defend their tiny homes.

However, a tribe of bugbears soon settled in the stony lands above their homes. In addition to their usual combination of stealth and sheer force, the bugbears bullied the other humanoid tribes into submission or flight, becoming the dominant threat to the region. Worse, they had a powerful spellcaster among them of apparently demonic heritage.

The homesteaders appealed to P'Bapar for aid. The Archduke sent a large group under the leadership of an experienced campaigner, and the troupe searched the hills for two months, but the bugbears deftly avoided them. Eventually, they returned to P'Bapar without meeting the enemy.

Afterwards, the bugbears hammered the homesteaders. Determined to punish them harshly, they spread fire and sword through the area. Although the homesteaders watched as their lands burned, the hatred in their hearts was no less hot than the

flames that consumed their far homes. They banded together to hunt down the bugbears. For a season, they pursued them relentlessly, searching every cave, every grove, and every hole in the ground.

Eventually, they caught the bugbears preparing to ambush a merchant caravan from Napalido. They alerted the merchants and swung upon the bugbears from above, catching them between two prepared forces. Although the fight was bloody, the victory went to the homesteaders.

Many of the young men involved were outraged at the Archduke and blamed him for the loss of their homes. Since they had no homes and saw that the Archduke would only half-heartedly pursue criminals in the area, they plundered the bugbears' camp and became brigands themselves.

The band now follows the direction of Kidil Korung, a dwarf and the most hot-headed of the dissidents. His rage at the Archduke has cooled, but his greed has been kindled. Korung has cleansed the region of orc tribes, and he has made passage of the "First Peak" west of P'Bapar a major hurdle to merchants traveling east. He never strikes any dwarven settlements (not shown on human maps) or the few human homes that travelers sometimes see from the road passing through the Coniper Gap.

HIDEOUT

The arms of three mountain ridges come together in a geographical oddity known as the Star, creating a flat region suitable for building homes or other buildings. An ancient dwarven settlement made their home here, and artificial caves look out into the flat area from each of the ridges.

The flat area served as a meeting place for the dwarven families, but the human members of the band have chosen to make their homes here. Using stone from deep inside the caves, they have made a double ring of homes around an open area. Besides the homes, a shed-sized building holds armor and additional weapons, and another of equal size holds kegs of salt for the preservation of meat.

Above the caves, in the peaks that ascend above them, eagles make their nests. Korung would like to find some way to use them as scouts, both to help them find easy prey, and to warn of any encroachment. He has made it a top goal of his band to find a way to do it. He will use skill or magic, whatever works.

MEMBERS

The Thunderbolts, as the individual brigands call themselves, are rowdy in camp but silent and keenly alert when they hunt their prey.

Herran Ingor: Korung relies on the able assistance of this male dwarf and 7th-level brigand, an old villain who used to serve as a Koraki forager. Herran keeps the band fed and clad and keeps the band's leaders gold hidden. He has been with the band for 18 years, and he is as trustworthy as any brigand.

NISKA'S TRAINING HALL

Niska is an Anui Deji, part of a group of no more than 5,000 Deji that live in northern Eldor and southern Cosdol. The Anui used to live all along the Brandobian coast, but the early Brandobians drove them landward and have forced them to abandon most of their ancient lifestyle.

During the day, Niska teaches children their history and heritage and how to survive in their Brandobian-dominated world. He is a gentle, patient teacher of great devotion, and many of the Brandobian nobility encourage his meek words.

At night, when the small children go home, the teacher's smile fades, and his passion ignites. He teaches a different group. Warriors all, these students come to learn from the grim master of the randrel, the curved greatsword.

Niska teaches tirelessly, guiding his students through exercises late into the night, driving them with his personality when all of their physical strength fails. He tolerates no shirking, and holds high standards for technique and dedication.

THE GROUNDS

Training takes place in Niska's modest home in the small village of Vlorden (pop. 566). His students train in his yard, between his goats and his cabbage. Hedges border the yard and keep neighbors from prying. While he is far from wealthy, the students keep the rustic home clean, and the setting is very relaxing—except during exercises.

THE STUDENTS

Chikap: One of Niska's senior students, Chikap shows remarkable aptitude with the randrel and has recently returned from a two-year-long sojourn into the larger world. Wandering as far as Dowond-Brandel, he claims to have met a thousand swordsmen, and none of them, he says, show Niska's mastery of the blade. His endorsement has caused Niska's porch to groan under the weight of all of his students.

Konero: Niska's youngest son has been banished from the school and the house, although he still lives in the village and causes trouble with uninvited visits and challenges to the students. Konero has also traveled, although in his case, it was an excuse to kill Eldorans without rousing national ire. He's hot-blooded and critical of his father for not using his influence to help right what Konero sees as an injustice — the virtual enslavement of his people. He gives impassioned speeches about political issues and accuses his father of being a “collaborator” and a “traitor to his people.”

OMU'S GLADIATORIAL PIT

Zeimoshe Omu Zahina was one of the greatest fighters to come out of rural Meznamish in recent years. A fierce attacker with a long reach, a seemingly unbreakable grip, and an unrelenting headlock, Omu tore his opponents apart like a butcher dressing fowl. Omu reigned supreme both in the Meznamishii arenas and the training grounds for six years before retiring at less than 30 years old.

THE GROUNDS

For years, Omu trained on his farm, in a pit he dug himself. Finally, after years of saving his money and personal labor, he managed to build a small complex of sod buildings surrounded by a prickly hedge. The training camp, while poor in materials, is spacious and well-staffed.

The grounds consist of Omu's 12-room home, two long barracks that hold up to 60 students each, a servant home that houses eight women and six men, and a small bestiary for up to four different Large animals.

The hedge that surrounds the camp grows around a wooden fence. Several of the fence posts bear alarm spells that alert the camp to intruders.

THE STUDENTS

The students enter as rakes, ruffians and renegades. They leave the same. These thugs number between 30 and 100, depending on the season. During the hot summer months, Omu's lazier students tend to drop out instead of training. In the winter, Omu's warm barracks, energetic training regimen and substantial food stores keep the students warm and happy.

Omu's training concentrates on close-in fighting, minimizing maneuvers and finesse. His students show the same character, and many of them become bandits or lead gangs in their native cities. Omu does nothing to restrain this behavior. He characterizes their unruliness as “enthusiasm,” and their belligerence as “a strong fighting spirit.”



SILENCE OF THE TOMB

The Silence of the Tomb is composed of brigands, rogues and others with a nasty reputation for grave-robbing, especially from the extravagant tombs of the wealthy. Though located in Zoa, they wander as far away as Xaarum just to throw off the authorities, but the huge city provides nearly all of their real targets.

The heart of the Silence of the Tomb is a former Zoan council member named Xilira Faarlun. Faarlun was rising in prominence as a result of hard work and good cooperation with other powerful people. Then, while he was negotiating to pre-empt a rival's purchase at the docks, he slid on a wet dock, fell overboard and drowned.

The funeral was well-attended, even by his rivals. Over two thousand people arrived to pay their respects. Only one thing disrupted the quiet beauty of the scene... Faarlun was not dead.

Faarlun had been buried alive. Unable to do anything other than listen to his eulogy, he struggled uselessly. His muffled screams did not reach the surface, and the crowd slowly dispersed. Faarlun lay alone in the dark, full of fear and wondering how he would die. Would he suffocate? Would he starve? Would he go mad first?

That night he heard sounds coming from the surface. At first, his hope rekindled. Someone had realized the mistake. Perhaps a prayer to one of the gods had been answered with a cryptic message and one of his loved ones realized the error. Then, as he began to make out the slavering and gibbering of the creatures that scabbled at the earth above him, Faarlun recognized the diggers as ghouls.

When the stone lid above him cracked open, Faarlun sprang out with an unbridled rage, hoping that blind fury alone would allow him a desperate escape. Instead, his cramped limbs failed him, and the two full moons blinded his light-starved eyes. He stumbled about like a zombie, flailing with his fists and trying his best to stand upright.

As his eyes became adjusted to the moonlight, he looked around in wonder. He had not felt the expected cold bite of teeth nor been rendered sick by the horrible stench. In fact, the ghouls were on their knees. The pawing motions they made at his feet were no attack. They were motions of supplication.

Faarlun tried to refuse them, but they followed him. When he tried to return to his beloved city, the ghouls followed him. People threw stones, ran in fear and shouted for the guard. When a cleric of the Guardian raised his holy symbol, Faarlun himself turned and ran in panic.

For a year, he tried to come back to Zoa, always to be stymied by the interference of some well-meaning (or ill-meaning) person. Over time, he came to accept his status among the ghouls, and began to worship Xiznoom, the Harvester of Souls, who blessed him with a seductive command of undead minions.

HIDEOUT

Faarlun and his followers call home the abandoned residences that used to house the workers of an old silver mine. This compound included a dozen modest homes, a small shop, and a watchtower. The watchtower's days are numbered, however, and it is a precarious climb to reach the highest of its three floors. The brigands usually keep watch from holes in the second story.

The mine itself is closed off. The dead creatures at Faarlun's command come from somewhere inside there, but he goes no further than the entrance himself. Even the wights that come from its depths do not hint of what other evils might reside behind the boarded-up entrance.

MEMBERS

The members of the Silence of the Tomb are devoted worshippers of the Harvester of Souls. Many of them received a vision directing them to abandon their various illegal activities and come serve Faarlun, whom they describe as a prophet and a visionary.

Creatures: The ghouls that unearthed Faarlun have taken leave to do other tasks at their dark master's bidding. Now, he leads a bodyguard of four wights, minions that serve his wishes even when he does not wish it. The wights do not seem to be able to spawn others of their number, but Faarlun thinks that they are simply not allowed, rather than not capable.

Talis: Faarlun's main contact with other living creatures is Talis, a halfling thief and thug who was already wanted for many crimes even before joined this band. Talis, despite having a price on his head in Zoa, visits there at least once a month for supplies and to gain intelligence on possible targets (usually traveling caravans).

Yahan Ayzen Shirizin: Lastly, a full-fledged cleric of the Harvester of Souls has joined the band and begun to indoctrinate Faarlun in the faith's advanced dogma and theology. Yahan is a totally obedient, fawning servant.

The band contains:

- 19 1st-level human brigands
- 12 1st-level gnome brigands
- 6 1st-level halfling brigands
- 1 4th-level halfling rogue
- 1 7th-level Reanaarian cleric of the Harvester of Souls/6th level brigand

THE SWIFT ARROWS

The Swift Arrows were originally elven renegades and rogues, a fanatical group of patriots that considered themselves bound to purge the non-elven influence from their lands. They lived in the Pipitul Woodlands, where they fought against the Kalamaran invaders. However, this ancient band of outlaws did not have the sanction of the elven court, and they were hunted down relentlessly.

Over time, the band's original purpose faded away from their concerns, and they now raid anyone who passes through their territory—the lands surrounding the Pipitul. The original elves have long been captured or killed, or left the band, and now many of the members are human. Edeliara “Firewand” Tuaralae is one of the few remaining elves. While not the band's leader, her opinion carries weight with the leaders, who are reluctant to sever all ties with the band's origin.

When the Swift Arrows find an appropriate target, they make their plans quickly. While the details may change with the situations, they have several procedures that remain fairly constant. First, all members rarely strike at once. Several bands of two to four brigands approach, fire an arrow or two toward their target, then fade into the woods. They torment their targets with these strikes for hours (or days), lying in ambush for any retaliatory strikes.

After their targets are weakened and thoroughly rattled, the Swift Arrows draw the noose tight. A combination of hidden archers wait alongside the path, with bold leaders in the front. The Arrows leave one path open for their victims to flee through, but this apparently clear path harbors deadly hidden assassins.

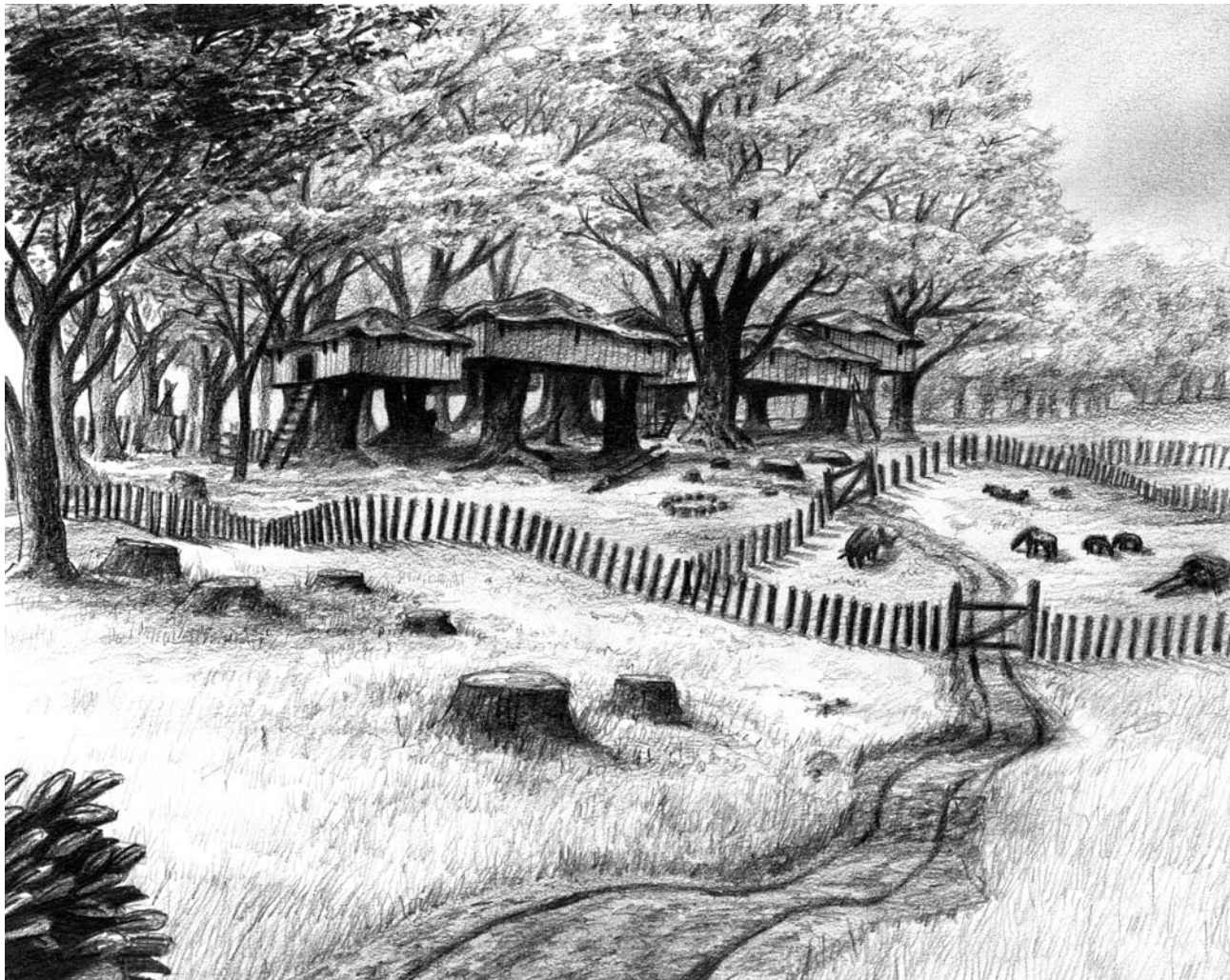
HIDEOUT

The Swift Arrows have several temporary lairs where they stay overnight more than half the time. They carry hammocks with them and toss them up between limbs in a tree at least 20 feet high. The entire camp might spread across three acres like this, hanging like jungle cats in heavily-laden trees.

The band's main lair is a wooden fortification with several buildings built above the ground and supported by tree trunks. A thick line of trees protects them from casual sight on one side and muffles the sounds of the camp's activities. The opposite side of the lair is an open clearing with fences for keeping stolen livestock and other animals in, and keeping the beasts of the forest out. Most of the buildings are private huts holding a few brigands. One building houses dry goods storage and another holds tools. The band's leader has his own hut, as does Edeliara. The brigands cook and work outdoors, although they may set up additional tents when it rains.

MEMBERS

The band started out as starry-eyed idealists, but their tone has changed as the individual members have grown older, or joined for different reasons. Now, they are hard-nosed veterans.



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Their humor is rough and crude, and inflicting pain and suffering does not keep these folk awake at night.

Ediliara: This wood elf is short-tempered and seems to share little in common with the rest of the band. She spends her time in the creation of magic items or in the execution of raids — mostly the latter. She spends no great amount of time in dreaming up elaborate plans. Instead, she belts out terrific amounts of damage with a *wand of fireballs* in each hand.

Jelal Nashesh: This Deji worshipper of the Great Huntress. The band recruited him because of his hatred, rage, dislike of nearly all people, and because of his supernatural skill with a bow. Mostly the bow...

Jelal is an asset if a raid turns to battle, but in-between activities, Jelal turns his rage toward others within the band. For this reason, they take his bow away except when he's hunting or raiding. Without his bow, Jelal is far more tractable.

Marita Bolovi: Marita came from a well-respected Tokite family of minor nobility before her family was disenfranchised by Emperor Kabori. (Formerly allied with Prince Adoku, the Bolovis represented a staid, protect-our-own-assets-at-all-costs kind of nobility that Kabori sought to remove.) Marita found herself a victim of the Swift Arrows as she was trying to sneak into O'Par.

TWO-FISTED MONKEYS

The Two-Fisted Monkeys grew out of a small band of thugs that used to raid villages in eastern Tarisato. Settlements from Beliwidu north to Saka'umabogidu knew to beware these bare-handed ruffians (from which came the first part of the band's name). The band once followed a scoundrel named Burzenagh, a hobgoblin wizard with a howler monkey familiar (from which came the second part of their name), but no longer.

In a clever and deceitful maneuver initiated by a cleric of the Profitmaster, a lightly armed caravan full of gold, jewelry, and magic items was sent through the Monkeys' territory, where it was promptly captured. When handled, one of the magic items summoned a djinni — one that was loyal to the Profitmaster. It immediately flew to him, giving him and his hired mercenaries the location of the brigand camp. When the mercenaries arrived to sack the camp and retrieve the goods, Burzenagh fled for three days and four nights until collapsing from exhaustion.

After his capture and subsequent crucifixion, the remaining members of the band became less bold and more violent. They began using swords and axes instead of fists. They began killing their victims. Whereas the original band struck primarily at stationary targets such as remote villages, the new transformed band preys on a much more diverse choice of targets.

HIDEOUT

The Two-Fisted Monkeys reside in an old hunting lodge that used to belong to a fearless Tarisatan knight. Although the lodge is in a terrible state of disrepair, its spacious rooms make for welcome quarters. The lodge has a convenient stable, a small

smithy, and a well-equipped kitchen that the brigand's chief cook claims as his own private kingdom.

The hideout sits on level ground, with heavy undergrowth encroaching. While clear of trees in the immediate area, the lodge is hidden from more than two hundred feet by a thick ring of olive and oak trees. No stream runs near the lodge, but it does have a small well that (barely) provides for the group.

The lodge had a barn, where the band used to keep their mounts, but the barn collapsed shortly after they began using it. Now, they have a poor corral where they keep their horses — a supply that is only too rare. The Monkeys have horses for about three-fourths of their number, forcing them to leave several members behind when they go on a raid.

MEMBERS

Zwal-tog: Burzenagh's successor is a sil-karg raider named Zwal-tog. Zwal-tog never liked magic much, and he is glad that his band has no wizards among its number now. The leader is very careful about protecting his band's hideout. He has a detailed schedule of sentries and patrols around the low hill on which the lodge rests. Above all, he is paranoid about doppel-gangers. Zwal-tog scrutinizes any individual band member that is separated from the group for more than a few moments.

Drezhulkur: The Monkeys' chief scout and trailblazer is a half-hobgoblin ranger who goes by "Drez". Drez knows the lands south of the E'Korug River better than anyone, and he guides the band confidently through populated areas to hit distant targets. Drez rarely speaks, and Zwal-tog is desperate for another member of the band to learn his talents, since no one can truly claim to know Drez's motivations or loyalty.

One oddity that Drez added to the band is that he has begun to trap monkeys from the Obakasek Jungle and make pets of them. He has trained several of these animals to steal "shinies." A few of the brigands carry one of these special monkeys with them on raids, and the animals jump around lifting gems or jewelry from the victims, giving the band members an extra hand when looting their targets. Drez does not have a subtle sense of humor, but he finds the image of a merchant telling a legionnaire that a monkey took his necklace quite funny.

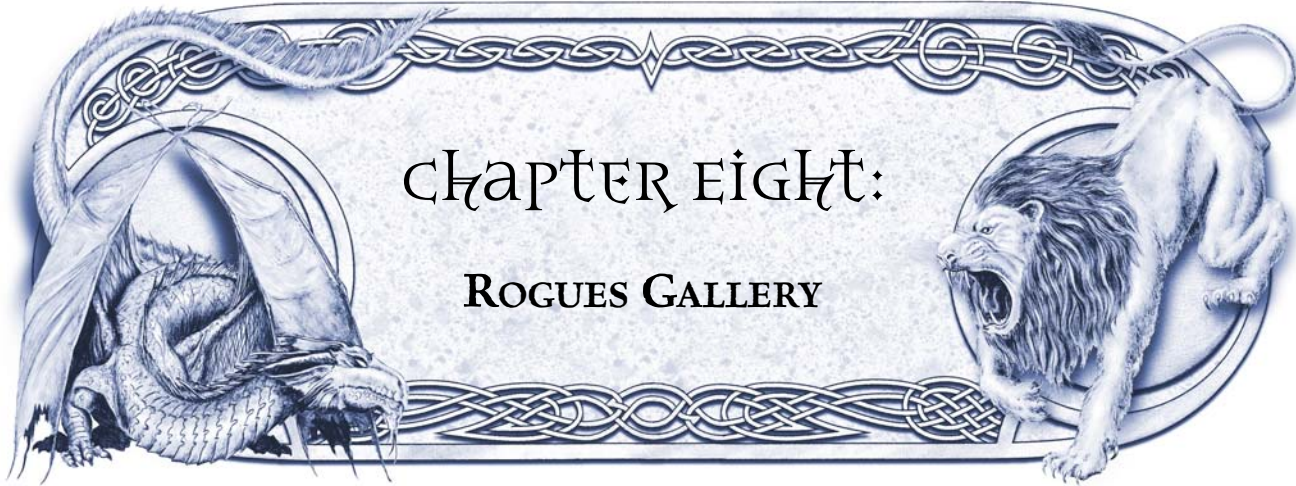
Helerian: A criminal bard of no great skill accompanies the band on many of their raids. Helerian is a sallow man of unknown heritage who fawns on Zwal-tog and extols all of the band members in his songs. He takes great care not to offend anyone, since a half-hobgoblin cut off one of his fingers in retaliation for an unflattering ditty.

The band includes

- 12 3rd-level half-hobgoblin brigands
- 5 4th-level half-hobgoblin brigands
- 2 5th-level half-hobgoblin brigands
- 6 3rd-level human brigands
- 3 4th-level human brigands
- 1 5th-level human brigand
- 1 7th-level half-hobgoblin ranger

CHAPTER EIGHT:

ROGUES GALLERY



This chapter provides statistics, background and history for sample NPCs you can use in your campaign.

BAJYR OF THE GRIM SWORD

Bajyr is the heir to a forgotten kingdom in the Wild Lands. Nearly five hundred years ago, a new kingdom south of the Kannej Swamp promised peace and prosperity. Founded out of the union of Fhokki and Dejy tribes, it was based on principles of peace and a novel blend of a republic and a monarchy. The government was just learning how best to combine these principles when fierce barbarians out of Drhokker scattered the peaceful folk and destroyed their brief self-rule.

While many of the people have since migrated into more prosperous Shynabyth, Bajyr still maintains hope that the now sparse region can make a peaceful home for the remaining folk that follow and recognize him. While he collects no taxes and wears no crown, hundreds of homesteaders between Shynabyth and Drhokker owe their freedom and their lives to his and his family's vigilance.

Bajyr feels no anger for the descendants of the barbarians that destroyed the kingdom of his forefathers. He still patrols the borders of his family's former demesne and punishes those who trespass with hostile intent. Instead of a permanent home, the band of brigands moves constantly. Besides killing or driving off dangers, they bring food to those who have had poor luck obtaining their own and news of outside events to the isolated people of the region.

Note: Bajyr's game statistics use the alternate skill and class features for bandit kings, as detailed in Chapter Three.



BAJYR OF THE GRIM SWORD

Male Dejy/Fhokki brigand 5
CG Medium humanoid (human)

Attack and Movement

Init +5
Melee +1 merciful rapier +5 (1d6+1d6n+2/x2)
Base Atk +3; **Grp** +4
SA sneak attack +2d6
Speed 30 ft. (6 squares)

Defense

hp 34
AC 13, **touch** 11, **flat-footed** 12
Fort +6, **Ref** +2, **Will** +4
SQ DR 5/magic, evasion, great leader, uncanny dodge

Traits

Abilities Str 13, Dex 12, Con 14, Int 15, Wis 16, Cha 16
Skills Bluff +12, Diplomacy +12, Gather Information +8, Hide +3, Intimidate +12, Knowledge (local) +7, Knowledge (military logistics) +6, Knowledge (military tactics) +8, Listen +5, Move Silently +3, Ride +5, Spot +5, Survival +6
Feats Eyes of Fury, Improved Initiative, Leadership, Noble Bearing, Weapon Focus (rapier)
Languages Fhokki, Dejy, Kalamaran, Merchant's Tongue
Deity Worshipped Lord of Silver Linings.

Equipment

+1 merciful rapier, +1 leather armor of invulnerability, miscellaneous gear

DEALAN RAE

Dealaan grew up in the rural Reanaarian village of Toudei, barely large enough to show up on any map. As he grew, it was clear that he was going to be very strong, for he was tall and thickly built. He worked on his parents' fishing boat until he was 13 and first saw a wrestling match during a fair in nearby Saaniema. In the crush of the excited crowd, the youngster was accidentally pushed into the wrestling ring, landing on one of

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the champion wrestlers. The angry combatant tried to pick him up and throw him out, but the wriggling youth escaped his grasp. With his opponent watching in amusement, the veteran wrestler spent several minutes trying to get a grip on Dealaan, finally moving him to the edge of the ring, where the now-riotous crowd helped lift Dealaan away.

The next year, Dealaan's father allowed him to compete. Dealaan cheerfully flung his opponents around like toys. As a first-time competitor with nothing to lose, Dealaan laughed and played his way to his first win. Always smiling, Dealaan has since won more matches than anyone in the history of Reanaarian wrestling.

Dealaan has even gone beyond the bay, traveling to Brandobia, the Young Kingdoms and the Wild Lands in search of an equal. His fame has also brought fighters to him in Toudei in search of a chance to take his title away.

Dealaan's health is now failing as he ages. His eyesight is poor, and an emotional need to help the people of his poor village has left him with no riches to accompany his fame. He has even sold most of his trophies. He has almost no material possessions that would set him apart from any other retired fisherman or farmer.

While Dealaan is a superb wrestler — some say the best ever — he has no teaching skills, and the few students who have come to work with him do not fare especially well in the ring.

Although long since retired, Dealaan still receives visitors who want to fight him (for which he charges a small fee based on the perceived wealth of the visitor). Usually, they go home disappointed but pleased at having met the famous master. Occasionally, a young thug does not accept Dealaan's polite refusal for a match and charges into him anyway. Even old and sick, Dealaan can still throw these truants outside and lock his door.

DEALAN RAE

Male Reanaarian gladiator 13
LN Medium humanoid (human)

Attack and Movement

Init +6
Melee unarmed strike +2 (1d3+2/x2)
Base Atk +13/+8/+3; **Grp** +19
SA arena veteran +4, center of attention, critical focus, notorious style
Speed 30 ft. (6 squares)

Defense

hp 102
AC 12, touch 12, flat-footed 10
Fort +10, **Ref** +10, **Will** +8

SQ gladiator's ruse, improved weapon diversification

Traits

Abilities Str 14, Dex 15, Con 14, Int 15, Wis 18, Cha 17
Skills Balance +9, Bluff +9, Climb +3, Craft (shipbuilding) +3, Diplomacy +5, Disguise +5, Heal +5, Intimidate +14,

Jump +4, Knowledge (fighting styles) +6, Knowledge (history) +4, Knowledge (local) +6, Knowledge (monsters) +4, Knowledge (races) +6, Listen +8, Sense Motive +5, Sleight of Hand +4, Spot +8, Survival +5, Tumble +12

Feats Dodge, Exotic Weapon Proficiency (net), Improved Feint, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Mobility

Languages Reanaarese, Merchant's Tongue, Kalamaran

Deity Worshipped The Raiser

Equipment

Fishing net, 21 cp, 9 sp, and miscellaneous gear.

KARETH

Kareth was born in the town of Ghozagh, along the banks of the Durbattum River. Though he spend much of his early life in independent raiding parties, he eventually answered the king's call for privateers, volunteering to fight off moss trolls from the northeast and then later raiding the human towns in Zazahni. Thrice beaten back by superior numbers and withering crossbow fire, his band finally overcame the human defenses and stormed into their city by night.

It was on one nighttime raid into Zazahni that he saw something — something that forever changed his life. It was one of the fugitives fleeing the town, screaming out something in their buzzing (to his ears) tongue. She was young, maybe his age. She was not unlike a hundred other fleeing helpless humans he had seen. His charge took him near her as he sped toward a clot of soldiers trying to rally a defense. She spun on her heel and faced him, red-faced and furious. Kareth tried to brush her aside, but she dug in and assaulted him with bare fists.

Her rough peasant hands, so like a hobgoblin woman's, her cheeks flushed with hatred, and her warrior's spirit enamored Kareth even as she beat him to unconsciousness. His companions mocked him for his weakness when they revived him after the battle. When he asked about her, they laughed and called him "human-lover."

The name-calling only lasted until he split somebody's head open with his scimitar, but the memory of the intense human fugitive stayed with him. It was as if the fire that drove her to defend her home burned her image in his mind at the same time. Always as he fought the humans on the eastern frontier, he looked for the object of his dreams.

He continues his career as a privateer brigand, patrolling the countryside south of the mountains for dwarven spies. Yet, in his heart he hopes that sometime soon war breaks out again in the east, and he can search the valleys for his refugee beauty.

KARETH

Male Kargi brigand 7
NE Medium humanoid (hobgoblin)

Attack and Movement

Init +2
Melee longsword +9 (1d8+3; 19-20/x2)
Base Atk +5; **Grp** +8
SA sneak attack +3d6
Speed 30 ft. (6 squares)

Defense

hp 70
AC 15, touch 12, flat-footed 13
Fort +14, **Ref** +4, **Will** +2
SQ evasion, trap sense +1, uncanny dodge

Traits

Racial darkvision
Abilities Str 17, Dex 15, Con 20, Int 10, Wis 11, Cha 12
Skills Bluff +7, Climb +4, Handle Animal +3, Hide +4, Intimidate +4, Knowledge (local) +3, Listen +2, Move Silently +4, Ride +4, Search +4, Spot +5, Survival +5 (or +7 in tropical settings)
Feats Alertness, Eyes of Fury, Fearsome Appearance, Hunter's Heart, Power Attack, Weapon Focus (longsword)
Languages Hobgoblin, Goblin
Deity Worshipped The Old Man

Equipment

Studded leather armor, masterwork longsword, miscellaneous gear

"OGRE" GELANAR

Gelantar is a Doderan, born and raised in a rural mountain town that has a traditional relationship with the dwarves. The dwarves told Gelantar when he was a boy that he had the strength of the mountain in his legs and taught him their fighting techniques against giants. By the age of 10, Gelantar could usually avoid the grip of most adults. By the age of 17, he could throw most adults twice his body length.

When war came to Doderan, Gelantar was drafted to fight his former teachers and friends. At first, he was content merely to trudge around in search of their underground homes. No one knew of the secret dwarven conclave near his village, although some of the experienced soldiers saw familiar techniques in his fighting style during training. Still, no one said anything, and his divided loyalties caused him no problems. Life was soldier life — boring, full of waiting and marching.

Then a dwarven ambush sprang up. Bolts and spells flew all around. Gelantar's first life-or-death action saw him panic for a moment. By the time he was able to assess the situation, several of his companions were down and



bleeding, and the dwarves — some old friends — were appealing to him to escape with them.

Gelantar looked around at the bodies of those that would die without help. Despite his childhood friendship, he had built camaraderie with these men, too. The decision wasn't so easy. Gelantar finally shook his head, crying out "I'm sorry" in Dwarven to his old friends.

They fled.

Through earnest attention rather than any skill, Gelantar was able to resuscitate the skilled healer that accompanied the patrol, and the healer's gentle hands revived the rest. Gelantar was given a medal and a transfer of his choice. Fearing that the dwarves would target him for revenge, he asked for a leave of absence to fight in the arena.

Gelantar spent four long years in the pits, becoming hard, tough, and skilled at gauging his opponents in the few moments they are allowed before the match begins. If the opponent is weaker, he tries to crush him in a deadly bear hug. If the opponent is slower, Gelantar might throw him out of the arena or (if the arena has them) into a hazard.

Gelantar is last year's winner of the Kalamaran Freedom Challenge.

"OGRE" GELANAR

Male Doderan gladiator 9
LG Medium humanoid (human)

Attack and Movement

Init +1
Melee bastard sword +15/+10 (1d10+5; 19-20/x2)
Base Atk +9/+4; **Grp** +18
SA arena veteran +3, center of attention
Speed 30 ft. (6 squares)

Defense

hp 90
AC 13, touch 11, flat-footed 12
Fort +10, **Ref** +7, **Will** +2
SQ gladiator's ruse, improved weapon diversification

Traits

Abilities Str 20, Dex 13, Con 18, Int 12, Wis 9, Cha 13
Skills Balance +5, Bluff +4, Climb +7, Craft (masonry) +3, Handle Animal +3, Intimidate +5, Jump +7, Knowledge (fighting styles) +4, Knowledge (local) +2, Knowledge (military tactics) +3, Knowledge (races) +3, Listen +1, Spot +4, Tumble +5
Feats Exotic Weapon Proficiency (bastard sword), Improved Bull Rush, Improved Feint, Improved Grapple, Improved Overrun, Improved Unarmed Strike, Power Attack
Languages Kalamaran, Merchant's Tongue, Dwarven
Deity Worshipped The Powermaster

Equipment

Bastard sword, greaves, loincloth, spauldrons, miscellaneous gear

Kalamaran Freedom Challenge

These characters are winners of the Kalamaran Freedom Challenge, listed by year.

553 I.R.

Hrugkek One-Eye, a hobgoblin captured by Koraki and sold for 1 sp as an insult

554 I.R.

Semrenon Dubai, the first halfling to win the challenge in at least 60 years

555 I.R.

Varchek, a half-orc savage from the Legasas

556 I.R.

Dorvril Mata, an Eldoran ranger and hunter

557 I.R.

Nazrag Bagor, a Tarisatan of questionable parentage but undeniable fighting prowess

558 I.R.

Akota Hykajo, a Defohy "spirit dancer"

559 I.R.

Nuthor the Blind, a very short-sighted dwarven close-combat expert

560 I.R.

Shimoti Watanshe, an enormous Meznam

561 I.R.

Latalein Thengil, an elven rapier master, considered the last win by finesse for seven years

562 I.R.

"Ogre" Gelanar, a former soldier who favors grappling attacks

563 I.R. (present day)

Unclaimed. The competition has not yet been held. This could be a great way to introduce gladiatorial events to the PCs.



SELRITA ONVLEN

Sold into slavery when her family couldn't pay the mandatory tithe to the House of Shackles, the poor Selrita seemed destined to become a dull (and oft-beaten) domestic servant. She was considered not attractive enough for a harem and had no useful trade or other skills. Then a rude son of a minor church official tried to backhand her for dropping the cutlery at the table one day. Selrita ducked and slashed him across the ribs without even thinking about it.

The official sent her off to the pits for punishment. Using only the same kitchen knife, she defeated first a pair of blind goblins, then a halfling caught stealing from the church, and then — surprisingly — an only slightly tortured Dejoy slave.

Over his injured son's protests, the official sent her to a gladiator school in Vrendolen, wagering heavily on her early matches. Her winnings vaulted him into greater wealth and position within the church. Selrita is now a much pampered slave, aside from her own training — which proceeds more or less at her direction rather than that of any slave master. Her preferred weapon of choice is a matched set of twin kori daggers, taken from her first human opponent.

SELRITA ONVLEN

Female Brolenese gladiator 4

CG Medium humanoid (human)

Attack and Movement

Init +7

Melee kori +9 (1d4+4;18-20/x2)

Base Atk +4; Grp +8

SA arena veteran +1, center of attention

Speed 30 ft. (6 squares)

Defense

hp 34

AC 16, touch 13, flat-footed 13

Fort +6, Ref +7, Will +1

SQ gladiator's ruse, weapon diversification

Traits

Abilities Str 18, Dex 16, Con 15, Int 13, Wis 10, Cha 16

Skills Balance +5, Bluff +6, Intimidate +6, Knowledge (fighting styles) +4, Knowledge (local) +4, Listen +2, Spot +2, Tumble +6

Feats Exotic Weapon Proficiency (kori), Improved Initiative, Speed of the Wind (bonus), Two-Weapon Fighting, Weapon Focus (kori)

Languages Brandobian, Merchant's Tongue

Deity Worshipped The Overlord

Equipment

Studded leather, twin masterwork kori (Tharay Dejoy daggers), miscellaneous gear

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Kingdoms of Kalamar

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