

UNTERBRAWL

Howard "Shadekeep" Kistler



How To Play

Unterbrawl is an illicit underground pit fight held in clandestine locations. Magic and armor are prohibited. Potions and poisons too are banned, though they may find their way into fights. Weapons are assigned randomly, and the audience can interfere with the game. Fights end in knockout or death for the loser. Fighters who win two consecutive fights may challenge the champion next fight for the title. Fight tourneys usually occur once a week, but may be more frequent, especially if the local authorities have been bribed to look the other way.

Before a fight the combatants are each assigned weapons randomly by lot. Fighters are not required to use the weapon, if it is one they are unskilled in or don't have the ST to use, or if they are better off with their unarmed combat abilities. If they decide not to use their assigned weapon they may drop it in the arena (but not deliberately in the bonfire, as this is willful property damage and insulting to the arena hosts). Like any other weapon dropped in the arena, another fighter is free to pick it up if given the chance.

The map shows the unterbrawl pit arena. The floor is typically packed earth or sand. A perimeter of planking or stones demarcates the bounds of the arena, and a border of rope, chain, or wooden railing helps keep fighters within the pit. The audience presses close on the arena and may interfere with fighters who come too near them. The megahex with smoky swirls is a blazing bonfire (7-Hex Fire), the megahex with wavy lines is a shallow basin of balsam water (Sticky Floor Megahex), and the dark grey megahexes are solid columns, some with prestigious viewing seats high on top for notable patrons. The light grey border hexes are those susceptible to

"audience participation" actions. Fighters take their starting position in any starred hex on their side, with the winner of a dice roll or coin toss choosing their preferred side.

Rewards

Players gain experience from fighting, and may earn coin through wagers on battles. Champions can gain access to influential patrons and criminal bosses. It is possible to stage team battles as well, with multiple combatants on both sides, but champion status is only awarded in one-on-one matches. A champion is expect to continue defending their title, else it may be stripped or other pressures applied to them.

Hellmatch

Players looking for a grueling challenge may opt for a "hellmatch". This special bout occurs all in one night, with the player fighting two opponents and then a champion, consecutively. Physickering can happen between rounds to recover what damage is possible, but otherwise this is a brutal slog that many entrants will not survive. Extra experience and acclaim is awarded to hellmatch survivors.

Using Unterbrawl in Your Campaign

The players may have gotten involved in unterbrawl in order to track an enemy or gain access to an important patron after becoming champion. They may even be working undercover for the city guards to infiltrate the brawling circuit. Or they may be forced (through threats, blackmail, or other means of coercion) to participate and are trying to win their freedom back by achieving the rank of champion.

Opponents (roll 2d for standard fight opponent)

				_													
	Race	ST	DX	IQ.	MA		Race	ST	DX	IQ.	MA		Race	ST	DX	IQ.	MA
2	Hobgoblin	14	12	7	10	6	Human	11	12	10	10	10	Orc	16	9	8	10
3	Orc	13	12	8	10	7	Human	13	11	9	10	11	Human	15	10	8	10
4	Human	12	13	8	10	8	Orc	14	10	9	10	12	Elf	11	14	9	12
5	Dwarf	14	11	8	10	9	Human	12	12	10	10						

Champions (roll 1d for champion opponent on fighter's third fight)

	Name	Race	ST	DX	IQ	MA	Talents
1	Bloody Lodak	Orc	14	13	9	10	UC2, Sword, Thrown Weapons
2	Wildcat Jex	Human	13	14	8	10	Brawling, Ax, Net
3	Hurda the Cruel	Human	14	12	10	10	Brawling, Knife, Toughness
4	Sister Dethe	Elf	12	15	10	12	UC1, Whip, Acrobatics
5	The Red Mask	Orc-Human	13	12	12	12	UC3, Sword, Running
6	Orl Stonehand	Dwarf	15	11	11	10	UC1, Ax, Tactics

Random Weapons (roll 2d for each combatant before each fight)

2	Net	4	Plumbata	6	Securis	8	Pugio	10	Malleus	12	Bipennis
3	Gladius	5	Sica	7	Cestus (pair)	9	Sphairai (pair)	11	Vinculum		_

Roman Pit Fight Weapons

Cestus (+3 to ST-based damage) - spiked glove; cannot wield another weapon when wearing these

Sphairai (+3 to ST-based damage) – padded glove like a boxing glove; treat like cestus except they turn regular damage into fatigue damage

Pugio (1d-1) [Knife] - type of dagger

Sica (1d+1) [Sword] (ST 10) – narrow curved blade

Gladius (2d-1) [Sword] (ST 11) - classic Roman shortsword and source of the term "gladiator"

Securis (1d) [Ax] (ST 9) - single-headed ax

Malleus (1d+1) [Ax] (ST 10) - short-hafted hammer

Bipennis (1d+2) [Ax] (ST 11) – double–headed ax

Vinculum (1d) [Whip] (ST 8) - length of chain, 1 in 6 have weighted ends (+2 dmg)

Plumbata (1d-2) [Thrown Weapons] - metal throwing dart (1d quantity)

Net (1d-3) [Net] (ST 10) - barbed net with which to harass and entangle an opponent (see In The Labyrinth for more details on net usage)

Audience Participation	(roll 2d for each combatant	in light grev edge hex)
Aumence Fai ucidation	(1011 20 101 Cacii Combatani	III II EIII EI EV EUEE IIEA

2	shanked (1d-1)	6		10	shoved (onto opponent if adjacent, starting HTH;
3	tripped (3/DX save)	7	nothing		otherwise move 1 hex from edge)
4	hit with object (1d-2)	8	shouted at *	11	held (no move for 1 turn, can still fight)
5	hit with fist (1d-3)	9	spat at *	12	drink thrown in eyes (-4 DX for 3 turns)

* distraction - roll 3/IQ to ignore or suffer -2 DX on next turn

