

**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 tournaments 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

**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 grey edge hex)

2	shanked (1d-1)	6	insulted *	10	shoved (onto opponent if adjacent, starting HTH; otherwise move 1 hex from edge)
3	tripped (3/DX save)	7	nothing		
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

This adventure is inspired by the Roman pit fighting tradition, including that portrayed in the television series *Spartacus*.

