

P001

Renaldo the Whiny

Try to picture a homely, self-absorbed Noble sporting fashionable yet utterly ridiculous attire that could best be described as "Modern Retro Eclectic Hodgepodge." He sniffs and sneers as if to suggest you are not worth the effort

Renaldo is a spoiled young noble who loves to boast about his good looks, fine clothes and superior fighting ability. His manager appears to be a lumpy feline (of the overfed pet variety) resting nearby on a velvety cushion

A word of warning, if by luck or folly Renaldo somehow manages to best you ...you'll never hear the end of it

Renaldo fights with a d6

P002

Dilwood the 133t Uber Fighter-Mage! Fighter!

Picture a geeky kewl dood with lots of totally radical swords and weapons, along with bits and pieces of "armor" inspired by his comic book heroes. He is trying very hard to look spiffy and impressive but also intimidating

Unbeknownst to Dilwood he is the only one impressed by his array of kewl weaponry and radical Mad Skilz. Rather than focusing on the match he seems more preoccupied with getting the crowd's attention by striking excellent poses in rhythm to his fight song soundtrack (just like he practiced at home)

Dilwood fights with a d6

P003

Tipjar the Goblin

Picture this... huddled in the corner of the fighting pit one can make out the scrawny shape of a small Goblin. It has a look of confusion and surprise, as if to suggest that this whole setup is not at all what he was expecting and, "uh oh"

No one's really sure how Tipjar got here. In fact, Tipjar isn't too sure himself how he got here except that it had something to do with a dare, or was it a bet? and that his family honor is at stake only he doesn't remember having a family so it is looking much that he is no-funny pranked again

Tipjar reluctantly fights with all the might of a d6

P004

Dorktholomew the Brave and Daring

Picture an awkward lad with a pointy helmet that's too big for his head

By reputation your, um... 'worthy opponent' is known as "Dimwitted Dorktholomew" with the exception of his Mother (naturally) who addresses him more properly as in, "Oh dear what have you gotten into this time?"

What he lacks in skill Dork more than makes up for in blind confidence. He never seems to realize that he has no fighting ability, and folks just don't have the heart to tell him

Dorktholomew enthusiastically fights with a d6

P005

Pompous Hoodwink

Picture a wonky bloke with a mischievous grin standing next to an autographed poster of... himself. After going through the usual routine of making faces at you he resorts to adolescent taunts like, "Hey! Your shoelaces are untied. Made you look!" and then pointing and laughing hysterically at his own cleverness

This shifty character has been known to slip thistle into his opponents footwear. And one time he made One-Legged Pete trip down the stairs right into the smelly compost bin! When banning him outright didn't work out the Guild members came to realize it was more enjoyable to watch him take a beating

He fights with a d6

P006

Brisby the Squirrel

Picture a small squirrel with spectacles and a small pouch of acorns slung across his shoulder. His slingshot is loaded and ready to go for when the match begins, and he appears to mean business

Once just an innocent, regular squirrel, Brisby was changed forever after drinking a Wizard's potion (thinking it was Nutbeer). Now he attends university and fights at the Guild to pay for tuition. He also sometimes organizes rallies to protest the unfair practice of taxation without representation, and the poor vetting of Book Courier Crocodiles

Brisby fights with a d6

P007

Galactic Nincompoop

Picture a feeble alien space traveler with gadgets and do-dads and lots of stickers from the many places he's been to. His taunts are all mostly gibberish along with insulting gestures that one tends to see in dingy bars and back alleys, or when fleeing a police cruiser

The fighting style of your next opponent could best be described as, 'tomfoolery and a ker-fuffle of smelly socks' which probably explains why he is constantly getting booted from Fighting Guilds across the galaxy. Perhaps you can offer him a one-way ticket back to wherever he came from with a quick lesson and a right good walloping

The alien fights with a d6

P008

Scrappy Sailor

Picture an old-fashioned sailor in a Cracker Jack uniform. He's holding up both fists in that old timey Irish boxing style while displaying fancy footwork

Fresh off the boat and eager to impress the ladies, this bloke's ready for some action. In actuality he's a decent fighter, except that whenever someone heckles him from the crowd he turns to look and scowl in their general direction, which is usually right around the time his opponent is getting ready to land a knockout blow. Also, he tends to fall for the old, "Hey look! a Mermaid!" gag

The Sailor fights somewhat comically with a d6

P009

Wishy-Washy Tentacle

Picture this... a large discombobulated tentacle with suction cups that is somehow standing upright. It has no facial features or other limbs to speak of and might actually be talking trash but all you can hear are squishy noises

No one knows from where this strange creature hails, but like so many members of the Fighter's Fighting Guild this Tentacle is trying to escape its past. The story goes it was once a bookkeeper for an intergalactic Crime Boss who eventually had to go on the run on account of pilfering the whillabies

...always a huge mistake (as we all know)

Tentacle fights with a d6

P010

Jerel the Bard

Picture a silly looking jester with a pointy feathered hat. He carries a lute in constant need of repair and responds to your arrival by singing dramatically about mysterious new adversaries and their fashionable attire

Jerel loves the attention he gets while dancing around the Fighting Pit, singing songs and playing his Lute. Fortunately for you he'll spend most of the match trying to narrate the fight, saying things like "Forsooth!" and "Knave!" which is probably why most of his performances end in a dramatic THUD!

But the crowd seems to enjoy him

Jerel bandies about the Fighting Pit with a d6

P011

Ed the Packrat

Your opponent is surrounded by an assortment of odd contraptions made mostly of repurposed junk. He'll be using a metal trash can lid as a shield and an old leather boot as a kind of helmet. It would seem he has devised special footwear with wheels (to add mobility) while little padded cushions tied here and there round out his unique fighting outfit

Ed collects all manner of junk and stuff, which he uses to create elaborate devices of questionable utility. Sometimes he shows up here at the Fighting Guild to test them out, which the crowd enjoys most thoroughly

Ed stumbles, crashes and wobbles about with a d6

P012

Murray the Undead Fighter

Picture a zombie fighter that is more skeleton than zombie. His armor looks as though it has been chewed up and spat out by an angry Gorlab and there are no small number of bugs and worms crawling about him. He might be more feeble than your usual Skeleton Fighter but that hasn't dampened his spirits

Murray is a crowd favorite who likes to get in on the action when he can. Though he tries to give each of his opponents a worthy fight he usually has to be put back together after the match, another spectacle that the crowd seems to enjoy tremendously

Murray fights with a d6

P013

Figly the Guard

Picture this.. a scraggly and altogether unimpressive town guard glancing suspiciously at you and various other random characters in the crowd.

You can't help noticing that he will be fighting barefoot even though his boots are propped up against the wall

It's bad enough Figly gets pushed around by the other guards. To top it off someone's stolen his socks and he is not happy. In fact he thinks it might be you! Fortunately, the big heavy key ring attached to his buckle seems to throw him off balance, giving his fighting moves something of a disco-dancing flair

Figly attacks with a d6

P014

One-Legged Pete

Picture this... a rickety skeleton pirate with an eye patch, ragged clothes and a rusty Sabre. One of his legs ends at the knee, but he makes up for it with his ongoing repertoire of witty taunts

One-Legged Pete is an old pirate who hangs around the Fighting Guild telling grandiose stories about his heroic demise. Those who spend enough time at the Guild have come to realize it's never the same story twice.

But at least his tall tales offer good entertainment, along with his antics in the fighting pit (nevermind the things he gets up to whenever he's working behind the bar)

Pete fights with a d6

P015

Group of Grunchies

Try to picture a group of miniature barbarian creatures no taller than a pint of ale or a mug of rootbeer. They wield sticks and stones and spears and sport fur armor and huge ratty hairdos that stick up all over the place

Grunchies are most famous for their big talk, along with their unique aptitude for all manner of mischief. They seem to enjoy winding up their opponents more than actually winning, which (it turns out) they are not so good at. These guys can really be a nuisance, especially when they get into your clothes

Grunchies taunt relentlessly and then attack with a d6

P016

Hobnobbin the Hobgoblin

Try to picture something like a Goblin only smaller, a bit hairier and with an impressive pig snout. He's rocking a Tiki skirt like there's no tomorrow and carries a short decorative spear. Those peculiar gyrations are a ritual dance, or a desperate attempt to scratch an itch

Hobgoblins come from a small, faraway island and don't usually venture far from home.

There have been whispers among some of the locals that Hobnobbin is a sneaky spy, sent to sniff out vulnerabilities ripe for exploitation and conquest. But more likely he's just another Hobgoblin tourist who wandered in to see about the hubub

Hobnobbin fights with a d6

P017

Fusspot the Android

Picture a short, stubby, almost trash can shaped android. A plethora of weapons and gardening utensils are protruding from him on skinny little robot arms

Fusspot used to work for an evil dungeon overlord, at least that was until he discovered that a bigger, deadlier and far more obedient android was in the works (to replace him)

As you step into the pit the little droid emits a flurry of bleeps and blips with whirring gears and even sputtering sounds. While you can't entirely understand what it's saying you may be fairly sure they aren't compliments

Fusspot attacks with a d6

P018

Borin the Miner

Picture this... a Dwarven Miner with dirty raggedy clothes and a miner's pick. He also has a dented miner's helmet with a small round lantern mounted to the front

Borin enjoys keeping company here at the Fighter's Guild and can often be found telling of his encounter with a "astro-knot" who described frantically some fearfully HUGE rock on a collision course with Feonora; and how only he and his Miner pals had the proper know-how to save the world!

Naturally most folks just laugh dismissively at such a yarn. But he tells it so convincingly

Borin fights with a d8

P019

Sedwick the Cheat

Picture a conniving sort with a slingshot in his pocket and something giving off a wisp of smoke behind his back. Yes, that snarky smirk seems to give it all away. You also happen to notice that he quickly quaffs a potion just before the match

Sedwick makes up for his lack of fighting ability by coming up with elaborate ways of cheating during the match. Although, and much to the delight of the crowd, about half the time his dubious antics backfire on him, resulting in a comedy of entertainment and poetic justice doled out in equal measure

Sedwick employs his elaborate shenanigans with a d8

P020

Don Flamenco Alondo Le Tango!

Picture a tall boxer who strikes a flamenco dancing pose (with flair) and holds a daisy flower between his teeth. He wears an elaborate costume with rhinestones and says things like, "This one's for you my pretty little cupcake"

A regular on the fighting circuit Don Flamenco will taunt you as he flutters about the fighting pit. For his signature move he tosses his daisy into the crowd while making kissing sounds with his lips. Be sure to watch out for his Upper Cut knockout punch

Don Flamenco fights "like a wicked ballerina" with a d8

P021

Goldfish

Picture a completely ordinary goldfish floating gently in a simple fish bowl. As is typical with goldfish it looks to be completely oblivious to its surroundings

Your next opponent has just entered the fighting pit. Well, more likely it was placed there, although, you don't recall seeing the goldfish brought in. As the match is about to begin a quiet, almost ominous hush settles over the crowd

Huh...

What do they know that you don't?

Goldfish fights with a d8

P022

Schnookered Sailor

This burly sailor may have had a little too much to drink and is now looking for a bit of fame and glory before he and his mates ship out. Aside from the spiffy sailor outfit is a "Mom" tattoo on his arm

It wouldn't be a proper fight schedule without one of these blokes stepping into the pit. This one is both inebriated and confident, which can happen when one pays far too many Copper Pieces for a few quick street lessons in Ramshackle Fu. The barista at the bar says he's been prattling on all night about sea monsters and ghostly pirate ships, and how much he misses his Ma's cooking

The Sailor fights with a d8

P023

Riggo the Rogue

Picture this... a roguish thief sort of fellow with a discerning look on his face. The manner in which he regards you upon entering the pit; it's almost as if he's sizing you up beyond fighting ability

When he isn't pickpocketing (or messing with the town guards) Riggo likes to come to the Fighting Guild to test his skill. Don't let his small stature fool you as he's got a trick or two up his crafty little sleeve. It's also quite possible, as some suspect, that he's searching for someone with just the right qualities for a special "mission" concerning matters to be discussed only with those who are chosen

Riggo fights with a d8

P024

Dudley the Ninja Tortoise

Picture this... a normal sized tortoise wearing a thin black mask. He's standing upright, striking a karate pose

Dudley's made quite a name for himself on the fighting circuit with a huge following on social media. The biggest mistake that most of Dudley's opponents make is thinking him a tortoise who is a ninja, when in truth he is a ninja who happens to also be a tortoise

Being one of the newer pupils in the Ninja Academy of Fine Arts he has only one weakness, an over reliance on moves that are still somewhat beyond his current skill level

Dudley fights with a d8

P025

Geoffrey the Hopeful

Picture this... a young teenage lad in a scholarly wizard's outfit. He's got his books all bound up with a thick leather belt, which he'll be using as a melee weapon during the match. The small lizard perched atop his shoulder does not seem to share his enthusiasm for being all mixed up in this fighting business

Someone has misinformed poor Geoffrey that they were giving away scholarships to RPG University here at the Fighter's Guild. He does seem rather determined to win, besides which, there's a cute girl in the crowd he's hoping to impress (so watch out)

Geoffrey fights with a d8

P026

Frunkel the Wizard

Picture a frazzled Wizard who looks like he might have had one too many spells backfire on him. It looks as though he'll be fighting with a modified spatula and, what's that? Are those... jelly beans?

Frunkel's singular obsession with mastering the problem of backfiring spells seems to have gotten the better of him. Here in the Fighting Pit his repertoire of tricks are just as much a danger to himself as they are to his opponents. Folks love to watch when Frunkel fights because you never know what surprises are in store, "Who said that? Who said that? Hrm. Huh? Oh. Ah, Ah-choo!"

Frunkel fights with a d8

P027

Pip the Inventor

Try to picture an eccentric Hauflin riding atop a Steampunk Golem Creature. He's wearing a peculiar helmet and goggles while manning some sort of control panel with buttons and levers. It looks as though he can barely control this thing

Pip is something of a local celebrity. Townsfolk say he once invented a small flying airship... Sadly, the test pilot of this doomed experiment (his pet hamster Lemmy) was never heard from again. Meanwhile, unbeknownst to poor Pip, his Golem doesn't like to fight and will most likely try to use him as either a weapon or a shield

Pip's Golem will eventually fight back with a d8

P028

Florne the Peasant

Picture a diminutive female Hauflin with worn clothes and wearing a head scarf. She confidently wields a Lawn Rake

After her husband was eaten by an Otig Florne was left to care for their nine little wee ones all on her own. She scrapes together a few coins here and there doing yard work for the nobles, and occasionally fighting here at the Guild. She has also become something of a crowd favorite as everyone likes to watch the look of surprise on her opponents faces once she gets going

Florne puts up a worthy fight with a d8

P029

Nester the Stable Boy

Picture this... a young chap of average height in common attire with short curly hair. He wields a metal bucket and one of those horse brushes with the long handle (good for hard-to-reach places and for knocking down opponents)

Nester works in the City and dreams about one day joining the Elite Royal Guard. Whenever he can slip away from his duties he comes down to Villageton for some fighting experience, and a chance to meet his heroes

Should he happen to win he'll probably want to hang out with you in Washout Lane to talk shop. You know, travel, adventure, dating...

Nester fights with a d8

P030

Foot Soldier

Picture this... a lowly figure with a sour disposition and the most plain and ordinary soldier's outfit one might imagine. He's wearing a pointy helmet and carrying a standard-issue spear

Foot Soldiers rarely get the recognition they deserve, often being sent into battle merely to slow an advancing army. It's a tough life. Once in a while a foot soldier shows up here for a fleeting chance at fame and glory. His usual and therefore predictable tactic in the fighting pit focuses on charging blindly forward in the hopes of scoring a hit

Foot Soldier charges back and forth with a d8

P031

Luchador from La Manchigal

Try to picture an expressionless penguin wearing a simple, homemade luchador mask and red boxing gloves. He's just standing there, arms at his side while a Mariachi band waits nearby at the ready

In a moment your opponent will be introduced as, "The Flying Flanchero!!" at which point the entire building will erupt with energy and excitement (and the popcorn vendors will start making their rounds). Do be careful as there's an old saying, bird creatures in masks are not to be trusted

Flanchero wrassles and fights with a d8

P032

Billy Goat

Picture this... it's a Billy Goat with large curly horns, an angry determined look and it's letting out a snort as it prepares to charge. Its Goblin handlers are a bedraggled bunch, with black eyes, missing teeth (more than usual) and various limbs wrapped up in casts. They also have poorly stuffed pillows strapped to their rear ends, for that most unhappy moment of having to put the goat away after the match

As your new opponent is ushered into the fighting pit it quickly becomes apparent that this is his turf and you are not welcome

Billy Goat attacks relentlessly with a d8

P033

Gustav the Wanted

Picture this... a hefty figure with stubbled whiskers and a criminal look about him. He's wearing a prison outfit with large numbers on the front and his weapon of choice looks like some sort of large ball and chain that's attached to his ankle. Very strange but the crowd seems pretty thrilled about it

Gustav reportedly claims to be from a place called "Cell Block D." Since no one has ever heard of such a place they figure it to be a distant land where the natives have poor hygiene, a decidedly unique sense of dress (and distinctively odd fighting style)

Gustav fights with a d8

P034

Briarfig

Picture this... an adolescent Orc sitting crouched over with a small device in his hands. A large Orcish weapon is propped up next to him but mostly his attention is occupied by the handheld video game system that he plays while waiting for the match to begin. "Beep boop zoink!"

After accidentally knocking the Clan Leader over a cliff Briarfig was forever Banished! from their midst. He's here to prove his worth and regain his honor

...or at least earn enough Copper Pieces to buy his way back into the clan

Briarfig fights with a d8

P035

Armlann the Metalsmith

Picture this... a strong Dwarf calmly wields a large hammer and wears a full length heavy-duty apron and thick leather gloves. A special pair of goggles are propped up on his head

Armlann spends most of his time in his famous workshop on the outskirts of town. He's a quiet gentleman with a great talent for fine, hand-crafted leather goods and elaborate works of armour. The great thing about going up against Armlann is that he'll offer a discount to anyone who can beat him

...limited time only, while supplies last

Armlann fights with a d8

P036

Arvatheryn the Ranger

Picture this... a Female Elf Fighter with worn leather armor, crimson bracers and a bow slung across her back. She fights with a simple hand-hewn quarter staff

Arvatheryn knows her way around the forest... and the Fighting Pit. Unlike most of the fighters around here Arvatheryn isn't after fame or glory, rather she uses her matches as a chance to hone her skills

In fact, she might even let you win the match so long as you fight with honor and put up a worthy challenge

Arvatheryn moves and fights gracefully with a d8

P037

Perfidious Lurch

Try to picture a hideous creature of vaguely humanoid form, still somewhat dreadful but well past his prime

It is obvious that this once daunting foe could easily have struck fear into the hearts of those who dared to face him, perhaps sending entire groups of would-be heroes into early retirement... but that was a long time ago

Broken down from too many Epic Battles, and long since retired, Perfidious now frequents the Fighting Guild to re-live some of his glory days as one of the most Eeeevil and dreaded End Bosses in all the land

Perfidious fights with a d8

P038

Gunthaar the Brute

Picture a burly sort with an eye patch who looks like he's underpaid and woke up on the wrong side of life. His toes are sticking out of one boot and if you look closely you will notice that his shoelaces have been tied together

Mean, ill-mannered and basically one of the most notorious town guards, Gunthaar has a reputation for being offish and heavy-handed. The local thieves will tell you it's bad news to get caught when Gunthaar is on duty (and even worse if you beat him at cards)

His hot temper is his main weakness
...just make sure you don't get hit

Gunthaar fights with a d8

P039

Honald the Fighting Monk

Picture this... a bald Human Monk with an oversized robe. He's striking a silly karate position and is clearly barefoot

Disciplined, quick and... still an apprentice. Although Honald fights with only his bare hands he is coming along in his training. Few other fighters on the circuit can parry and block like Honald. Fortunately his attacks aren't as effective and you'll stand a fair chance at beating him should you manage to land a blow. Oh, one bit of advice, watch out for his Thumb Paralyzation move

Honald bobs & weaves and grapples with a d8

P040

Yohan the Barbarian

Picture this... a large, partially toothless barbarian with a massive club and various articles of fur clothing. His bowl cut hairdo hangs down over his eyes, obscuring them completely. An imposing figure though he seems friendly enough

No one can take (or dish out) a walloping like Bigfellow Yohan. In fact, it is quite likely that most of your blows won't really register (but you never know). They say whoever can best him must have the courage and strength of a Giant. His hobbies include iron bending, cross stitch and decorating pastries

Yohan fights with a d12

P041

Ishnell the Warrior

Picture this... a Malornian with a note of wisdom beyond his years, and a calm look that seems to suggest you are about to regret stepping into the fighting pit

Ishnell left his home country long ago, after his parents were ruthlessly killed by Human invaders. He now wanders the land fighting evil and righting wrongs. As for his reputation on the fighting circuit most would hold him up as one of the best in the Guild, not merely on account of brute skill but for the way he respects the code of battle

Ishnell exhibits the grace and dignity of a true Keeper of Justice with a d12

P042

Boathias Ufgood

Picture an old Hauflin who has the look of a retired soldier turned scruffy adventurer with a flair for life

Boathias the Hauflin is best known for his famous exploits during the Orcish Wars of past and hitherto. Now retired, he divides his time between writing his memoirs and fighting (just for fun) here at the Guild

Every so often an overconfident newcomer steps into the fighting pit and, upon seeing his small stature will point and laugh (or make a belittling joke). Boathias just smiles... and waits patiently for the match to begin

Boathias fights with a d12

P043

Zeta the Female Warrior

Picture this... a daunting female figure who appears to be some kind of elite barbarian warrior from the Northlands

Zeta comes from a faraway land in the north, and from the looks of her she's clearly more than capable of handling herself... or anyone else foolish enough to enter the Fighting Pit with her. Your presence is met with mild amusement. After taking a brief moment to size you up she smiles wryly and chucks a stale bagel back over her shoulder, deflects it off a pillar and knocks one of the spectators out cold. The crowd adores her

Zeta fights with a d12

P044

Agent Facsimile

Picture this... a Computer Generated Human in a neatly pressed suit (and a look of disdain). He seems to regard you as a loathsome piece of chewing gum stuck to the bottom of his shoe

The appearance of this mysterious entity catches everyone off guard. With your attention fixed he casually launches into a monologue about protocols and algorithms, anomalies and the importance of restoring "order to the system." No one quite knows what he's on about but he seems to be under the impression that you alone have caused an unwelcome disruption of some apparent significance ...that he intends to fix

The Agent attacks with a d12

P045

Harik the Space Marine

Picture this... a hulking figure sporting a wicked mohawk, futuristic armor and an impressive facial scar. At least his assault rifle is set to "Safety Mode"

Although you've just stepped into the fighting pit your opponent hardly pays you any mind.

He's more interested in making small adjustments to that fancy assault rifle, which it turns out is also a handy melee weapon

Harik appears not to be from around here. And you're about to find out why he's also one of the most successful (and well known) Bounty Hunters in this sector of the galaxy

Harik fights with a d12

P046

Gladiator

Picture a stereotypical ancient Roman Gladiator with face mask, shield and a big spiky Morning Star (that he's getting ready to swing). Each of the spikes on his weapon have been dulled down to a nub

No one knows the true identity of Gladiator, only that he comes from a distant land and rarely loses a fight. Just be glad this isn't a fight to the death...

Oh, and should you happen to lose the match be on the lookout for the funny little man in the crowd who will leap up and start shouting, "My Liege! My Liege! Glory to the Empire! It's Youuuuu!"

Gladiator fights with a d12

P047

Highlander

Picture this... a burly Scottish bagpiper with beardy beard, an impressive kilt and all the accoutrements. Held casually under one arm is a smallish log with the words, "Caber lad, 5th Champion title" etched into the side of it

This stout Bard hails from the Northlands and plays a most peculiar instrument. Unfortunately for you, he wields that log as if it were no heavier than a tree branch

Highlander loves to sing of the "old land" while he fights, songs of legends and maidens and... well, actually his accent is so thick no one can quite make out the words

Highlander fights with a d12

P048

Lance the Debonair

Picture this... he's stereotypical Knight material who's bubbling with narcissism, sporting full platemail armor and a hand mirror. He appears more concerned with his hair than the match at hand

Lance is so used to winning that he hardly even pays attention to his opponents, unless of course his opponent happens to be a lovely figure of fighting prowess. That's his weakness so all you have to do is distract him

Fights featuring Lance are popular with the ladies and always trend on social media. Suave, dashing. A true performer and, depending upon who you ask, "so dreamy"

Lance fights with a d12

P049

Khajathi Kickboxer

Picture this... a seasoned Khajathi fighter wearing a dark blue Karategi and thin boxing gloves. He indicates his readiness to begin with the customary bow

Osathu the Kickboxer is a regular on the fighting circuit and most famous for his mastery of the ancient ToFu fighting style. You'd better stay on your toes if you hope to survive this bout

Just off to the side his students are lined up to watch, and to learn ...and maybe give you a lift out to Washout Lane after the match is settled

Osathu fights with a d12

P050

Olga

Picture this... a large (and rather daunting) figure of a woman with a big, heavy looking frying pan. She wears a smirk that suggests you're gonna regret stepping into the pit, probably for days

When not prize-fighting here at the Guild Olga works in the kitchen over at the Tavern. You know how sometimes the patrons there can get a little carried away? Well, one mention of "Olga" and things usually settle down pretty quick like. Best mind how you fight because chances are she'll be preparing your food some time real soon

Olga fights with alarming efficiency (with a d12)

P051

Lugnus the Dwarf

Picture a burly Dwarf, experienced, who seems at once intimidating and yet at the same time a kind-hearted sort

Lugnus has certainly seen his share of battles, both in and out of the arena. Whenever he's feeling restless he comes down to the Fighter's Guild for some stout mead and a good clean fight. Otherwise you'll find him and the others over at the Tavern playing board games. You're invited to join them of course and they'll even come around to collect you from Washout Lane (hehe)

Always a crowd favorite and well regarded amongst Guild members far and wide

Lugnus fights with a d12

P052

Ah-Nomi the Adventurer

Picture this... a calm yet confident Female Khajathi who is not only a highly skilled fighter, but clearly resides in a class above most of the others

An accomplished adventurer in her own right Ah-Nomi fights at the Fighter's Guild merely to hone her skills. Beware the fool that underestimates her abilities...
...in or out of the pit

The great thing about going up against Ah-Nomi is that she'll only best you to the degree necessary to win, if she even feels like winning at all. Pay close attention

Ah-Nomi fights with a d12

P053

Togar the Orc

Picture an imposing Orcish Warrior with a Big War Hammer and a snarl

Once you get to know him you'll realize Togar is actually quite decent (for an Orc). The regulars are quick to offer some words of advice. He fights for glory and coin but doesn't take defeat so well. In spite of the regulations he has this one personality quirk in the form of an... em, shall we say "overzealous" nature. Sometimes it's actually safer to lose if you get the meaning and, one last thing, be careful you don't get your head in the way of his "Melon Crusher"

Togar fights with a d12

P054

Aderawyn the Deadly

Picture this... a comely Elf with an extravagant gown and a calm, confident look. She has one hand behind her back

Always a crowd favorite, Aderawyn has a way of keeping her opponents guessing by using different weapons and tactics for every match. Many have fallen prey to her charm, and for underestimating her abilities

It's the strangest thing but even though Aderawyn does occasionally lose a match no one has ever actually witnessed her being tossed into Washout Lane...

Aderawyn will be fighting (in her own special way) with a d12

P055

A Special Event

Picture a group of hoity-toity Nobles sitting around a grungy table. They are casually awaiting the next match while trying to best one another at looking haughty and indifferent to the rabble

Looks like another group of Nobles have just wandered in for some old fashioned entertainment. How they do love a good fight and will even "pad the pot" to ensure they get the chance to see one

Immediately draw a new Opponent card. If you win the match, double the result of your winnings. Whatever the outcome, remove this card from the draw pile (but do not keep it)

P056

Unsuspecting Boardgamer

Poof! A young fellow (in very strange attire) has just magically appeared out of nowhere. He's hunched over a board game getting ready to roll some dice when he pauses to look up, see you, the crowd, and then realize where he is

There is little time to react before the poor thing is off and running out of the building screaming in fright. Meanwhile, someone thought they heard Fessiwig quietly chuckling in the shadows

How odd. Well, it looks like there isn't going to be a match after all. Collect your Guild Fee and return this card to the bottom of the Opponents deck