

Schools listed here are of general personnel. As the game progresses, many of these schools, along with their gladiators, will grow and improve. Many of them will become bitter rivals for the PCs.

1. **Sarima School** (Generic)
2. **Toronius School** (Generic)
3. **Euserios School** (Generic)
4. **Albanus School** (Generic)
5. **Cadifor School** (Hinterlands)
6. **Juchi School** (Ochalea)
7. **Debachi School** (Pearl Islands)
8. **Gathar School** (Buhrohur)
9. **Taneer School** (Biazzan)
10. **Valios School** (Hattias)
11. **Ticospia School** (Lucinius)
12. **Arondil School** (Vyalia)
13. **Maxelevius School** (Kantrium)
14. **Rorenius School** (Kerendas)
15. **Garitheus School** (Machetos)
16. **Achinius School** (Retebius)
17. **Shakeen School** (Tel Akbir)
18. **Kergath School** (Sclaras)
19. **Vullius School** (Westrourke)
20. **Petrina School** (Redstone)

## School Generation

These schools will not be filled out to begin with. Instead, use the following rules to determine their makeup when first met and then how to alter them after subsequent meetings.

### First Meeting

#### Determine School Rank

Roll a d20 to determine the school's rank:

Roll	Rank	Roster Size
1 - 2	Sacrificium	2d4
3 - 5	Varietas	3d4
6 - 12	Professio	4d4
13 - 15	Venerato	4d6
16 - 19	Venerato cum Laude	5d6
20	Optimus	6d6

#### Select Race/Class Combinations

This will largely be determined by where the school hails from and what their rank is. Higher ranked schools will have a more diverse stable of gladiators. Assume that the first six gladiators from any school will be from their local place of origin and pick from those options. After that, roll on the random gladiator chart to fill out the school.

### Subsequent Meetings

Every time a gladiator school is met after the first, check to see how many ranks the PC's school improved. Roll on the following chart for each instance plus an additional roll. (For example, if the PCs school has increased by one rank since they last saw the school, roll twice).

- 1 Rank Decreased by 1
- 2 Rank Stayed the same
- 3-6 Rank increased by 1

If the rank decreased, randomly remove two gladiators.

If it stayed the same, roll 1d4-2 and add that many gladiators. Each gladiator will have gained 1d4-2 levels.

If it increased, add 1d4 new gladiators. Each gladiator will have gained 1d4 levels.