

The Hinterlands

“The Pit”

The Pit is the underground arena where the local garrison seeks its entertainment and punishes criminals - or anyone they don't like.

Matches are held every Loshdain (Saturday). There are six matches in a night, with booked and legion matches taking precedence over noxii matches. There is a 1 in 6 chance of a visiting school being in town and a 1 in 6 chance of there being a Legion match that night.

Noxii Matches

Opponents: Roll 1d6 for team size. Then roll a 1d6; 1-3 are level 1 non-classed citizens, 4-5 are level 1d3 bandits, 6 are level 1d3 barbarians.

Rules - Roll 1d6; 1-3 first blood, 4-5 unconsciousness (0 HP), 6 to the death.

Rewards - Small prize, 5 Reputation (but only if Rep is less than 50).

Booked Matches

Booker - Iliun

Any of the 20 travelling schools could be here. Use the “first sight rules” as needed.

The crowd here is desperate to see anyone besides noxii fight, so all matches are considered a minimum of 5 popularity with increases for brutality. Also, mainland Thyatian teams will be considered as being ten points higher in terms of the odds.

Rewards - The take and 10 Reputation.

Legion Matches

Sometimes the local soldiers will feel the need to hop in the arena, usually drunk since they will be disciplined for it. Consider these as booked matches.

Roll a 1d6; 1-2 they are punishing noxii, 3-4 they are challenging the PCs, 5-6 they are fighting each other.

Opponents - 1-4 soldiers levels 1d3.

Rules - Roll 1d6; 1-4 first blood, 5-6 unconsciousness.

Rewards - Small prize and 10 Reputation.

Recruiting

There is no slave market here, but the local legion can usually be convinced to sell captives and prisoners as slaves for the equivalent of market price. This means most possible recruits will be of the unsavory sort - bandits, murderers and court-marshaled soldiers. Assume a 1 in 10 chance of there being anyone who isn't an asshole. In addition, a wide variety of local clansmen will be available, but they may take quite a bit of convincing to be cooperative if purchased depending on their personality.

Tribal Games

Once the PCs have accumulated 25 reputation, they will be called into meet with the governor, Cullius Copanius. The annual inter-tribal meeting is taking place soon, and he wants the PCs to participate in the Challenge of the Tribes. Winning the challenge will allow the PCs to become honorary tribesmen and he wants some leverage with them. He'll hint this will get them his letter of recommendation.

Arrival

When the PCs arrive they will be met with incredulous disdain but the elders will rule that there is nothing illegal about it and that they may join. However they first must prove themselves against a Wolf Shaman, a Bear Shaman, a Raven Barbarian and a Horse Barbarian. This grants five reputation with the clans. If the PCs are impressive they can recruit one of the people they defeated.

Challenges

To be allowed in the final melee, the PCs must defeat a team from each clan. The challenges are as follows.

Wolf Clan - Full on melee against a barbarian, shaman and a wolf. 10 Reputation and a *Pelt of Feral Nature* (+1 to Nature checks).

Bear Clan - King of the Hill against a shaman, barbarian and a bear. 10 Reputation and a *Belt of the Bear* (Daily - Push opponent 1 and enter their space as a minor action).

Raven Clan - Totem against a shaman, barbarian and an archer. 10 Reputation and a *Headband of Perception* (+1 to Perception checks).

Horse Clan - Domination against two shamans and two barbarians. 10 Reputation and *Boots of the Plains* (Daily - shift your movement as minor action).

Additionally anyone can challenge anyone to any match. Each team must wager at least a medium prize worth of goods.

Recruitment

Barbarians, Shamans, archers and trained animals may be recruited but negotiation will be difficult. The base offer is either 100gp/level for four months and no lethal battles. 400gp/level if the battles are lethal. This may be extended or replaced with an even share of any payout for a match they are involved in with the option to buy their freedom at any time they can afford it. Successful negotiation may allow these terms to be amended. Under no circumstances will they fight another Hinterlander to the death.

The Final Melee

Each clan fields their two best warriors - ten in all including the PCs. Whomever wins becomes the champion for the year - if the PCs win they become official members of the clans. They will also be awarded the Banner of the Clans and 100gp along with 20 reputation.

Rules

Note - all combats are non-lethal. Weapons are padded, arrows are blunted, etc. Combat is to incapacitation or exhaustion.

King of the Hill - Contest lasts for ten rounds. There is a large pile of boxes in the center of the field. The team that can control the top of the "hill" for the most rounds wins.

Domination - Contest lasts for ten rounds. There are three boxes on the field. Standing on a box for a round gets your team a point. Whomever has the most points at the end wins.

Totem - Each team has a wooden "totem" with 20hp at their end of the field. Whomever can destroy the opposing team's totem wins.

Plans

When the PCs return to the governor he will let them know that he will grant them a letter after one final task - or they can prove themselves in the Pit. The final task is to take the Banner of the Clans to the Horse Clan burial grounds, use it to gain entry to the Tomb of the Chieftains and steal the *Spear of the Hoof* from the most recently deceased chieftain. He wants to use it to humiliate the Horse Clan for what they did. If they have any Hinterlanders in their school this will be a problem.

If they choose to prove themselves in the pit they will need 100 total Reputation before he grants a letter of recommendation.

Next Target

Karlag will let them know they are now considered to be a Varietas school. The regions they have open to them are the Pearl Islands, Ochalea, Redstone, Westrourke and Vyalia. He would recommend going from the Pearl Islands to Ochalea to the Isle of Dawn then to the mainland. Mostly to save money. By then they will have enough letters to be considered Professio and more regions will be open to them. However, if they want to visit somewhere first, such as for recruitment purposes, they are welcome to make that choice.