

GLADIATORS OF KYANITE



FREQUENCY: Very rare

NO. APPEARING: 40-160 (in settlement)

ARMOR CLASS: Variable

MOVE: 12"

HIT DICE: See below

% IN LAIR: 0%

TREASURE TYPE: Individuals K; B in lair

NO. OF ATTACKS: As appropriate level fighter

DAMAGE/ATTACKS: See below

SPECIAL ATTACKS: Advanced weaponry

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Nil

INTELLIGENCE: Very

ALIGNMENT: Neutral evil

SIZE: M

PSIONIC ABILITY: Nil

LEVEL/XP.VALUE: Variable



The Kyanites are a human-like race native to the planet Quasar whose society revolves around the blood sport of gladiatorial combat. Kyanite communities are usually found only in mountain fastnesses and other inaccessible locations, each Kyanitian stronghold resembling a large walled fort or town built around a central combat arena.

To fulfill their gruesome cultural edification, Kyanite gladiatorial champions will mount expeditions in order to capture powerful opponents (large and powerful monsters are preferred, but skilled adventurers will also suffice) who will challenge their prowess in the deadly gladiatorial games. These champions will always be fighters of 7th-10th level, and ride flying chariots (AC 3, 45hp, 24" flying speed). Flying chariots are able to discharge two types of non-lethal ray designed to subdue potential gladiatorial

GLADIATORS OF KYANITE



opponents. First a "tranquil beam" will be used that acts as a combination of "slow" and "charm monster" spells, then a ray that acts like a very large projected "forcecage" spell will be used to contain and transport any captives back to the Kyanitian arena. The beam weapons of flying chariots are never used in actual gladiatorial combat.

Once the captured opponent(s) are released into the gladiatorial arena,

Kyanitian gladiators of lesser accomplishment will be allowed to test themselves in battle against the provided foe. These Kyanitian gladiators will be fighters of levels 3-6, have the equivalent of chainmail armour, and be highly skilled in the martial uses of the trident, receiving +2 to hit when using these weapons. In addition, these Kyanitian gladiators will have access to technologically advanced weaponry, having a 25% chance of possessing one of the following:

A "Great Flail" made of a memory retentive alloy. If a successful strike is scored with one of these weapons, there is a 40% chance the flail will immediately and with blinding speed strike 2-5 additional times automatically.

A "Flame Shield", a normal shield with a large nozzle in its center which can discharge a reddish heat-ray. This heat ray has a range of 100 yards and does 2-20 points of fire damage to any opponent failing to save vs. wands.

A "Lightning Whip" that, in addition to the normal function of such weapons, acts as a shocking grasp spell when contact is made with an opponent, doing 1-8 +8 points of electrical damage to anyone so struck.

Once the Kyanitian gladiators of lesser accomplishment have striven against an opponent, and if the opponent still lives, the champions of Kyanite (7th-10th level fighters) will take the field upon their flying chariots to attempt to finish their foes for the glory of Kyanite. These gladiatorial champions will always be armed with a technologically advanced weapon. In addition to those weapons listed above, two other sorts are available only to the champions of Kyanite:

A "laser spear" , a spear that projects a thin beam of light out to 200 yards, doing

