

ULTIMATE COMBAT LEAGUE

Compatible with The Fantasy Trip



DESCRIPTION

Many settlements of 5k+ population have some form of organized mutual combat for training, trial by combat and competition events. An “arena” can be anything from a dirt field, pit or a huge structure like the coliseum in Rome. It is up to the GM to decide what type of public space has been setup for the purpose of mutual combat events. Although other combat leagues *do* exist, this unofficial supplement focuses solely on the UCL.

Mutual combat tournaments are the bread and butter of the UCL. The tournaments are open to heroes and wizards of all races. Some tournament events might only allow wizard combatants, some allow only heroes and others a mix of both. The main attraction of the UCL is their annual championship tournament that offers high-value grand prizes and promises lots of bloody action for the fans.

MEMBERSHIP

Not all combatants are UCL members. Non-members are allowed to fight in a tournament as Fodder. There are also special tournaments involving monsters and

beasts, and they are not allowed to be members of the UCL.

MEMBERSHIP REQUIREMENTS

Membership is open to all who meet the following requirements:

- Qualify by winning one UCL Fodder tier tournament.
- Can afford the one-time membership fee and monthly dues for one month.
- Is of a playable race with at least 32 AP and minimum attributes of ST:8, DX:8 and IQ:8.
- Is of the living.
- Is of age 18 to 60.
- Will sign agreement to follow the rules and give up their rights to sue UCL for any purpose.

MEMBERSHIP FEES

All fees are non-refundable.

It costs a one-time fee of \$250 to be a member of the UCL. This membership puts the player on the list of members as a Rookie and allows them to compete in

Rookie events. A member has to pay monthly dues and follow the rules to be considered an active member in good standing. The dues are \$120 a year, paid in advance. Additionally, all UCL tournaments require that contestants pay an entrance fee and be an active member in good standing of the UCL. Entrance fees range from \$10 - \$500 depending on the event.

MEMBERSHIP BENEFITS

Being a UCL member *in good standing* has its benefits.

- New members are placed in the Rookie tier. The winners of Rookie tournaments are awarded better prizes than Fodder.
- Members are loaned a UCL Token which keeps track of their token points. See UCL Tokens section for details.
- Members have access to a variety of UCL goods and services. Some services, such as rent-a-weapon and life insurance are only available to members. Non-members may use the healing services, but pay double the cost.
- Members are given free room and board at the tournament grounds when a tournament lasts more than a single day.

UCL FIGHTER TIERS

There are different tiers that fighters are classed by in the UCL. These tiers have nothing to do with fighter weight or ranking. Graduating to the next tier requires collecting a number of UCL token points.

FODDER

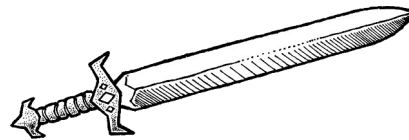
All non-member contestants are in the Fodder tier. Fodder are only allowed to compete in Fodder tier tournaments. Fodder pay double for all UCL services that they are allowed to use. Everyone starts as Fodder and remain Fodder until they win a UCL tournament and become a UCL member.

ROOKIE

All new UCL members start in the Rookie tier. Rookies may fight in all tournaments except non-qualifying championship events. Rookies are allowed to make use of all UCL services and they pay standard prices.

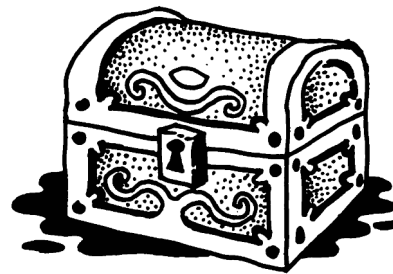
VETERAN

A Veteran is a UCL member that has won at least 30 UCL Rookie-tier tournaments. That means the character has 30 UCL token points which are awarded for a Rookie tournament victory/win. As a Veteran, the character is making money for the UCL and so is afforded minor privileges. An extra 5% (round down) off of all UCL services costs.



BADASS

Has won at least one UCL championship tournament. These championship wins are stored on the UCL token. Certain privileges are afforded to Badass tier members, such as discounts on entry fees, medical services and more. 10% (round down) off of all services. Badass tier qualifies the member for special events like the All-Stars tournament.



PRIZES

The main reason for engaging in mutual combat is to win some type of prize. The prize could be a combination of money, experience, fine weapons, fine armor, magic items, freedom and bragging rights. Prizes are awarded to the winner of a tournament or special

event. The GM should determine the prizes before the tournament begins.

CHAMPIONSHIP RING

The winner of any official UCL championship will receive a commemorative ring that not only grants the recipient bragging rights, but is also quite valuable (\$5,000). The ring is a lesser magic item with a 1 ST Powerstone and the Look Your Best spell. Selling UCL championship rings is considered to be dishonorable, but that doesn't stop people from doing it.

UCL TOKEN POINTS

A UCL token is curious coin-shaped item that has the ability to uniquely identify the UCL member. All league tournaments award points to the winners, which some believe to be stored on the token, but this isn't true. Non-members do not get UCL tokens. The coin is somehow imbued with an immutable imprint of the holder's unique resonance and this is used to match the token holder with their current point values. Some have spread misleading theories that the coin's special properties could be used to track down a token's owner despite their attempts to hide and this is, of course, pure balderdash.

Token points can be collected and used to unlock fighter tiers which qualify the member to compete in higher stakes tournaments. Token points can belong to different categories with the main categories being tournament completion and tournament victory points.

Tokens can not be transferred to anyone else.

MONEY

Experience is great and all, but fighters want something to line their pockets with too. Monetary rewards are set by the GM before a tournament begins.

EXPERIENCE

Figures which survive combat gain experience, which can increase their ST, DX, or IQ. The experience gained depends on the type of combat, and whether the enemy was superior or inferior in total combined attribute points.

ITEMS

Sometimes a valuable and/or useful item is more desirable than plain old coin. Feel free to substitute prizes for those that the player(s) has expressed interest in having.

FREEDOM

Sometimes the reward for mutual combat is freedom. It could be trial by combat, or an incentive to provide entertainment with the reward being sweet, sweet liberty.



TOURNAMENTS

A tournament is a series of matches that span the course of one or more days. Most will be one-day single elimination blind draw tournaments. Due to the number of contestants, some tournaments will require many matches to win and others, not so many. Most tournaments will be of one match type for all matches, but some do mix it up too.

Tournament matches begin early in the morning when the sun rises and can last into the evening after the sun sets. A standard tournament day is usually no longer than 10 hours. There are marathon tournaments that can go through the night, but these are rare events.

TOURNAMENT RULES

Each tournament might have its own rules depending on the types of matches being run, but all tournaments follow these rules. Breaking any of the rules will result in immediate disqualification and ejection from the tournament. Breaking the rules three times results in expulsion from the UC. *Remember, fees are non-refundable.*

- Contestants are allowed to bring with them a single backpack filled with whatever equipment they can physically carry to the locker room, by themselves, without magical aid. Access to the

items inside of the backpack are available between matches.

- Contestants may not leave the tournament grounds unless they want to quit the tournament. Those who quit a tournament are not allowed to come back later and fight in the same tournament.
- Contestants may not use any wishes during a match.
- While in a match, contestants may not receive external aid from anyone outside of the current match and anyone caught cheating will be expelled and/or possibly charged with criminal activity.
- Contestants must bring their own equipment or rent equipment from the UCL.
- Rookie fighters must use standard equipment from the Weapons table. Fine gear is not allowed in rookie-tier tournaments. Weapons and armor made of silver and other metals are allowed.
- Veterans and Badasses are allowed to use fine weapons and armor.
- Unless stated otherwise in the event's rules, potions and other chemist or alchemist creations are not permitted into the arena during a match.
- Unless fighting in a special event, enchanted / magical items are not allowed.
- Contestants may not use any type of poison unless the event's rules state otherwise. Fighting a magical creature that can only be harmed by poison might be one case where poisons are allowed.
- Contestants fighting to the death must kill their opponent(s) unless an officiator announces a stay of execution. Not killing an opponent in a death match is grounds for expulsion from the league.

NUMBER OF CONTESTANTS

Fighters are not required to fight more than four times in one day. The number of fighters competing will determine the number of matches that a contestant might fight in.

Small events: 1d6+3 fighters.

Medium-sized events: 2d6+4 fighters.

Large events: 4d6+4 fighters

Consult the table below to determine the number of matches.

4-5 fighters: 2 matches

6-8 fighters: 3 matches

9-16 fighters: 4 matches

17-32 fighters: 5 matches

Blank bracket sheets:

<https://www.printyourbrackets.com/single-elimination-tournament-brackets.html>

BYES

If there is an odd number of contestants then roll 1d6 and on a 1-2, the player gets a bye. If more than one player is competing then draw playing cards and award the bye(s) to the player(s) that draw the highest value card (or use some other method of GM's choice). Getting a bye means the fighter skips a match.

DETERMINING NPC MATCH OUTCOMES

There are several ways to determine the outcome of matches that do not include the player characters. Here are a few examples.

SIMPLE APPROACH

Determine the number of possible matches that the player will be in. Wait until the player fights a match before creating opponent(s). To give an opponent wounds from their previous match or matches, roll 1d6-1 and add to that the number of previous matches. This is how many wounds/hits the opponent has.

Example: The PC is one of 11 fighters. Because there are an odd number of fighters, the PC rolls for the bye and gets a 3, so does not get the bye. The PC will fight 4 matches. The first match is won and the second match's opponent has 2 wounds (rolled a 1) at the start of match two.

SIMULATE EACH MATCH

Use the alphabet, numbers or random names to populate a bracket sheet. At minimum, determine ST for all contestants. Simulating a match starts with rolling 1d6 for each team/fighter and adding their ST to the die roll. If it is a team, then use combined ST, not average. Victory goes to whoever gets the highest adjusted roll.

Roll 2d6 and consult the tables below to track cumulative non-healed ST wounds for each NPC match. These values assume that healing services and already-owned healing items and talents have already been used. The table shows the net number of wounds gained for the next match. The results of these rolls should never bring the NPC's ST below 1.

2-3: Gained no hits.

3-5: Gained 1 hit.

6-8: Gained 2 hits.

9-10: Gained 3 hits.

11: Gained 4 hits.

12: Gained 5 hits.

DETERMINING NPC MATCH TIME

Unless something extraordinary is happening in a match, they will usually last no more than a few minutes each. For simplicity sake, a match can occur every 10 minutes. If some randomness is desired, then Roll 2d6 for an NPC match and consult the table below.

2: The next match occurs in 20 minutes. Something crazy happened and there is a big mess to clean or maybe the next contestant had an important visitor. It could be anything, but it should be something serious.

3: The next match occurs in 15 minutes. The officiator had to take care of something or the match lasted longer than expected because the contestant just ran around dodging. GM, make up something, be creative.

4-8: The next match occurs in 10 minutes.

9-12: The next match occurs in 5 minutes. That was a fast one.

RESTING BETWEEN MATCHES

After a match, the player may want to recover fatigue, quaff a healing potion, use a physicker or master physicker talent or some other action to remove fatigue and wounds. Unless stated otherwise by a tournaments rules, these type of actions are allowed. See *Determining NPC Match Times* to calculate how much time a character has to rest before their next match. If a player is fighting a back-to-back match then roll 3d6 to determine how many minutes they have before the next match. Add 5 minutes to the result for each tier above Fodder.

UCL TOURNAMENT SERVICES

The UCL offers many services to it's contestants. It's almost like they are making more off the competitors than they are the fans.

MEDICAL AND MAGICAL HEALING SERVICES

For a nominal fee, players may take advantage of a physicker, master physicker or magical means to heal wounds in between matches. The prices are listed below.

\$30 Physicker heals 2 ST. *May only be used once per match.*

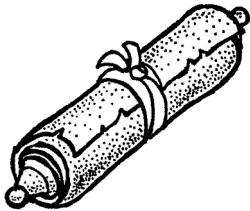
\$40 Master Physicker heals 3 ST. *May only be used once per match.*

\$150 Magical healing of 1 ST. No limit, how much coin do you want to spend?



UCL SHOP AND RENTAL SERVICES

The UCL carries all weapons and armor listed in the TFT Weapon Tables (ITL pp. 109,110). All of the weapons and armor listed is available for purchase or rental. Fine weapons and armor are not available. Non-regulation items are not available. Prices are as listed in the ITL rule book for all UCL members. Rental prices are ½ of the prices listed in ITL.



LIFE INSURANCE

One-time life insurance can be purchased by UCL members for a non-refundable fee of \$500. A character with life insurance will be restored to ½ their full ST upon being killed during a UCL tournament. Only one life insurance may be purchased per tournament. Unused life insurance is not transferable to the next tournament.

TYPES OF MATCHES

There are three main types of mutual combat contests. Contestants are not allowed to use magic items or any potions during the match, unless the match is part of a special event explicitly allowing these items. Special events allowing non-regulation equipment is usually limited to Combat to the Death type matches.

COMBAT TO THE DEATH

Involving one or more combatants who are usually balanced in strength. The player should never have to face an opponent they have little chance of defeating. Fighting continues until all on one side have been slain. 50 XP awarded to each survivor. If the enemy averaged more than 3 superior in attributes (ST + DX + IQ), the survivors earn 100 XP.

Before the tournament begins, the GM must tell the player what type of opponents they will be facing.

TOURNAMENT PRIZES

Combat to the death is serious business and the prize(s) should reflect that. Determine the prize for winning the tournament by rolling 2d6 and consulting the table below. In addition to the prize(s) rolled, the winner receives 2x the entrance fee in silver pieces. The winner receives a small trophy worth \$25.

2: Big money and two items. Roll twice on money table and twice on item table.

3: Money and an item. Roll once on money table and once on item table.

4- 7: An item. Roll once on the item table.

8-12: Money. Roll once on the money table.

ARENA COMBAT GAMES

There are several possibilities for this type of combat. This isn't a straight death match and can include team games like capture the flag or something like escape the maze (filled with wolves). Continues until the game is won, all on one side have fallen or escaped through the exit. Escape doors are usually locked for the first 5 rounds. Unconscious figures may not be slain. Winners get 40 XP; defeated survivors get 20 XP. If one side averaged 3 or more weaker in total attributes, all survivors on that side get 25 extra XP each.

TOURNAMENT PRIZES

For all prizes other than experience points, roll 2d6 and consult the table below. In addition to the prize(s) rolled, the winner receives 2x the entrance fee in silver pieces. The winner receives a small trophy worth \$25.

2-3: Big money. Roll twice on money table.

4: Money and an item. Roll once on money table and receive 75% (round up) of rolled amount. Roll once on item table.

5-7: An item. Roll once on the item table.

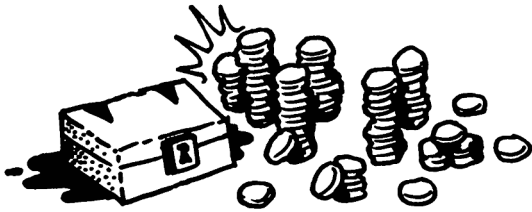
8-12: Money. Roll once on the money table.

PRACTICE COMBAT

All weapons are blunted and do half damage (round down). Spells are “blunted” as well and only do half damage (round down). You may be wanting to know the details of the blunting process for weapons and spells, this will be explained in a later supplement. The object of practice combat is to incapacitate the enemy, rather than to kill. A fighter drops out when their ST goes to 3 or less. It is possible to get killed in practice combat – but it’s difficult. Those still on their feet when one side is eliminated get 10 XP each.

TOURNAMENT PRIZES

Practice combat tournament winners receive their entrance fee and small trophy worth \$25.



PRIZE TABLES

The prize tables are a way to randomly generate prizes for different tiers. The GM should determine the prize before the tournament begins, so that the players may make a decision whether the risk is worth the reward.

FODDER PRIZES

Below is the list of tables used for Fodder tier tournaments.

MONEY

Roll 1d6 and consult the table below.

1-2: 2d6 gold pieces. Coins come with/inside a regular belt pouch.

4-5: 4d6 silver pieces. Coins come with/inside a regular belt pouch.

6: 3d6 silver pieces. Coins are handed to the winner with a smile.

ITEM

Roll 1d6 and consult the table below. These prizes may be exchanged for 70% of their value in silver coin.

1: Roll once on the Special Item table.

2: \$150 worth of items from the ITL Weapons Table and/or Equipment table.

3-4: \$100 worth of items from the ITL Weapons Table and/or Equipment table.

5-6: \$75 worth of items from the ITL Weapons Table and/or Equipment table.

SPECIAL ITEM

Roll 1d6 and consult the table below.

1: 1d3 arrows/bolts of Slow Movement. Winner choose arrow or bolts, not both.

2-3: 2 flasks of Healing Potion.

4: 1 dose/pouch of Gunpowder.

5: 1 flask of Healing Potion.

6: 1 flask of Decrease ST.

ROOKIE PRIZES

The prizes for winners of Rookie tier tournaments are as follows.

MONEY

Roll 2d6 and consult the table below.

2: 6d6 gold pieces. Coins come with/inside a fine black leather belt pouch.

3: 5d6 gold pieces. Coins come with/inside a dark green leather belt pouch.

4: 4d6 gold pieces. Coins come with/inside a dark blue leather belt pouch.

5: 3d6 gold pieces. Coins come with/inside a regular belt pouch.

6-11: 2d6 gold pieces. Coins come with/inside a regular belt pouch.

12: 1d6 gold pieces. Coins are handed to the winner with a smile.

ITEM

Roll 3d6 and consult the table below. These prizes may be exchanged for 80% of their value in silver coin.

3: Roll on the Special Item table and subtract 1 from the roll.

4: Roll on Special Item table.

5: \$300 worth of items from the ITL Weapons Table and/or Equipment table.

6-7: \$250 worth of items from the ITL Weapons Table and/or Equipment table.

8-14: \$200 worth of items from the ITL Weapons Table and/or Equipment table.

15-18: \$150 worth of items from the ITL Weapons Table and/or Equipment table.

SPECIAL ITEM

Roll 2d6 and consult the table below.

1: \$500 worth of items from the Chemist, Alchemist or Lesser Magic Items tables.

2: \$400 worth of items from the Chemist or Alchemist potion tables.

3: A UCL commemorative silver dagger and 2x Healing potions. The dagger is etched with the winner's name, tournament date and location.

4-6: \$300 worth of items from the Chemist or Alchemist potion tables.

7: 1d4 arrows/bolts of Slow Movement. Winner chooses arrows or bolts, not both.

8-9: 2 flasks of Healing Potion.

10: 2 dose/pouch of Gunpowder.

11: 1 flask of Healing Potion.

12: 1 flask of Decrease DX.

VETERAN PRIZES

The prizes for winners of Veteran tier tournaments are as follows.

MONEY

Roll 2d6 and consult the table below.

2: 8d6 gold pieces. Coins come with/inside a fine black leather belt pouch.

3: 7d6 gold pieces. Coins come with/inside a dark green leather belt pouch.

4: 6d6 gold pieces. Coins come with/inside a dark blue leather belt pouch.

5: 5d6 gold pieces. Coins come with/inside a regular belt pouch.

6-11: 4d6 gold pieces. Coins come with/inside a regular belt pouch.

12: 3d6 gold pieces. Coins come with/inside a regular belt pouch.

ITEM

Roll 3d6 and consult the table below. These prizes may be exchanged for 80% of their value in silver coin.

3-4: Roll on the Special Item table and subtract 1 from the roll.

5-6: Roll on Special Item table.

7: \$500 worth of items from the ITL Weapons Table and/or Equipment table.

8-10: \$400 worth of items from the ITL Weapons Table and/or Equipment table.

11-15: \$300 worth of items from the ITL Weapons Table and/or Equipment table.

16-18: \$250 worth of items from the ITL Weapons Table and/or Equipment table.

SPECIAL ITEM

Roll 2d6 and consult the table below.

1: \$1200 worth of items from the Chemist, Alchemist or Lesser Magic Items tables.

2: \$1000 worth of items from the Chemist or Alchemist potion tables or Lesser Magic Items tables.

3: \$750 worth of items from the Chemist or Alchemist potion tables.

4-6: \$500 worth of items from the ITL Weapons Table, Equipment table, Chemist and/or Alchemist potion.

7: A UCL commemorative silver saber. The sword is etched with the winner's name, tournament date and location.

8: A suit of Half-Plate armor and \$200 worth of items from the Chemist or Alchemist potion tables.

9: 10 arrows/bolts of Slow Movement winner's choice.

10-12: 5 flasks of Healing Potion.

RANDOM OPPONENT GENERATION

Draw random cards from the ITL Fighter Cards or from your own 32 point fighter collection.

To scale up the points for a 32 point fighter, roll 1d6 and consult the table below for each point needed. Adjust weapons, armor and spells to match the new attributes.

1-2: ST+1

3-6: DX+1

HUMAN BEGINNER HEROES

These heroes are suitable opponents for a 32 point character.

Roll 1d20 and consult the table below for a random human heroes of 32 attribute points.

d20	Name	Attributes	Weapons	Armor	Talents
1	Lesym	ST 10, DX 13 (9), IQ 9, MA 6	Saber (2d-2), Nunchuks (1d+1), Javelin (1d-1)	Cestus (1), Half-Plate (4)	Acute Hearing, Brawling, Cestus, Nunchuks, Pole Weapons, Sword
2	Greder	ST 10, DX 13 (12), IQ 9, MA 10	Saber (2d-2), Hammer (1d+1), Javelin (1d-1)	Cloth Armor (1), Small Shield (1)	Axe/Mace, Brawling, Pole Weapons, Sword, Shield
3	Baldu	ST 10, DX 13 (10), IQ 9, MA 10	Hammer (1d+1), Dagger (1d-1), Saber (2d-2)	Tower Shield (3), Cloth Armor (1)	Axe/Mace, Bow, Brawling, Shield, Sword, Thrown Weapons
4	Cyne	ST 9, DX 14 (11), IQ 9, MA 6	Nunchuks (1d+1), Rapier (1d), Hatchet (1d)	Cestus (1), Chainmail (3)	Axe/Mace, Bow, Cestus, Nunchuks, Sword
5	Roge	ST 10, DX 13 (11), IQ 9, MA 8	Hammer (1d+1), Saber (2d-2), Dagger (1d-1)	Leather Armor (2)	Axe/Mace, Brawling, Sword, Thrown Weapons, Shield
6	Tholew	ST 11, DX 11, IQ 10, MA 10	Shortsword (2d- 1), Club (1d-1)	Small Shield (1)	Sword, Shield
7	Monder	ST 10, DX 14 (12), IQ 8, MA 8	Hammer (1d+1), Dagger (1d-1)	Leather Armor (2), Small Shield (1)	Alertness, Axe/Mace, Blowgun, Brawling, Knife, Shield
8	Georguy	ST 10, DX 12, IQ 10, MA 10	Hammer (1d+1)	Small Shield (1)	Axe/Mace, Shield, Master Swimming

d20	Name	Attributes	Weapons	Armor	Talents
9	Belia	ST 11, DX 12 (10), IQ 9, MA 9	Longbow (1d+2), Spear (1d), Dagger (1d-1)	Cloth Armor (1), Large Shield (2)	Acute Hearing, Bow, Knife, Pole Weapons, Shield
10	Hera	ST 9, DX 13 (12), IQ 10, MA 10	Nunchuks (1d+1), Javelin (1d-1), Small Bow (1d-1)	Cloth (1)	Alertness, Bow, Brawling, Nunchuks, Pole Weapons, Thrown Weapons
11	Arran	ST 10, DX 13 (10), IQ 9, MA 6	Saber (2d-2), Dagger (1d-1)	Chainmail (3), Small Shield (1)	Alertness, Blowgun, Lasso, Shield, Sword
12	Earcow	ST 10, DX 12 (10), IQ 10, MA 8	Hammer (1d+1), Saber (2d-2), Horse Bow (1d)	Leather Armor (2)	Axe/Mace, Bow, Missile Weapons I, Sword, Thrown Weapons, Unarmed Combat I
13	Hilda	ST 10, DX 14 (10), IQ 8, MA 6	Saber (2d-2), Hammer (1d+1), Spear (1d/1d+1)	Half-Plate (4)	Axe/Mace, Pole Weapons, Shield, Sword
14	Bruda	ST 9, DX 13 (9), IQ 9, MA 6	Hatchet (1d), Dagger (1d-1), Rapier (1d)	Small Shield (1), Half-Plate (4)	Axe/Mace, Bow, Shield, Sword, Thrown Weapons
15	Joyce	ST 10, DX 13 (11), IQ 9, MA 8	Hammer (1d+1), Whip (1d-1)	Leather (2)	Climbing, Running, Whip, Axe/Mace
16	Gyles	ST 10, DX 13 (12), IQ 9, MA 10	Saber (2d-2), Club (1d)	Cloth (1), Small Shield (1)	Animal Handler, Silent Movement, Sword, Shield
17	Vyncent	ST 11, DX 12 (10), IQ 9, MA 8	Shortsword (2d- 1), Dagger (1d-1), Club (1d)	Leather Armor (2), Spike Shield (1/1d-2)	Brawling, Shield, Sword
18	Stiny	ST 11, DX 12(10), IQ 9, MA 8	Shortsword (2d- 1), Club (1d)	Leather Armor (2), Small Shield (1)	Sword, Shield, Silent Movement
19	Nichye	ST 10, DX 13 (12), IQ 9, MA 10	Saber (2d-2), Javelin (1d-1), Dagger (1d-1)	Cloth Armor (1)	Alertness, Pole Weapons, Sword, Thrown Weapons
20	Wisym	ST 11, DX 12 (10), IQ 9, MA 8	Mace (2d-1), Shortsword (2d- 1), Dagger (1d-1)	Leather Armor (2)	Axe/Mace, Shield, Sword, Thrown Weapons

HUMAN BEGINNER WIZARDS

These wizards are suitable opponents for a 32-33 point wizard or hero. Roll a d20 and consult the table below. To get all 24 occasionally add 1d4 to the result.

d20	Name	Attributes	Spells	Weapons	Armor
1	Holes	ST 8, DX 12, IQ 12, MA 10	Avert, Clumsiness, Create Wall, Destroy Creation, Eyes-Behind, Illusion, Silent Movement, Speed Movement, Staff, Stalwart, Turn Missiles	Staff (1d/1d)	
2	Odric	ST 8, DX 12, IQ 14, MA 10	Avert, Breathe Fire, Control Animal, Drop Weapon, Freeze, Reverse Missiles, Speed Movement, Staff	Staff (1d/1d)	
3	Lapiers	ST 12, DX 11, IQ 11, MA 10, Mana 5	Acid Touch, Blur, Control Animal, Illusion, Staff II	Staff (1d+2/1d)	
4	Alexander	ST 9, DX 11 (9), IQ 12, MA 8	Break Weapon, Invisibility, Magic Rainstorm, Rope, Shadow, Staff, Turn Missiles	Staff (1d+1/1d)	Leather Armor (2)
5	Wine	ST 9, DX 11, IQ 13, MA 10	Clumsiness, Create Wall, Curse, Dazzle, Fireball, Mage Sight, Magic Fist, Slippery Floor, Staff, Stalwart, Summon Myrmidon	Staff (1d+1/1d)	
6	Cuthbert	ST 9, DX 12 (11), IQ 12, MA 10	Blast, Clumsiness, Control Animal, Dazzle, Dispel Missiles, Fireball, Illusion, Image, Mage Sight, Staff	Staff (1d+1/1d)	Cloth Armor (1)

7	Grundus	ST 8, DX 11 (10), IQ 10, MA 10	Detect Enemies, Dispel Missiles, Light, Magic Fist, Shadow, Staff to Snake, Stalwart, Summon Wolf, Trip	Staff (1d/1d)	Cloth Armor (1)
8	Beorhtio	ST 11, DX 12 (11), IQ 12, MA 10	Acid Touch, Break Weapon, Clearheadedness, Confusion, Fire, Fireball, Invisibility, Shock Shield, Slow Movement, Staff, Summon Myrmidon, Summon Wolf	Staff (1d+2/1d)	Cloth Armor (1)
9	Andrers	ST 10, DX 10 (9), IQ 10, MA 10	Dispel Missiles, Magic Fist, Speed Movement, Staff to Snake, Summon Scout, Summon Wolf, Trailtwister, Turn Missiles	Staff (1d+1/1d)	Cloth Armor (1)
10	Sida	ST 10, DX 11, IQ 11, MA 10	Blur, Confusion, Fire, Reveal/Conceal, Staff to Snake	Staff (1d+1/1d)	
11	Cyna	ST 8, DX 11, IQ 11, MA 10	Adhesion, Clearheadedness, Drop Weapon, Magic Fist, Persuasiveness, Reverse Missiles, Shadow, Slow Movement, Speed Movement, Staff	Staff (1d/1d)	
12	Ornad	ST 10, DX 11, IQ 10, MA 10	Detect Enemies, Dispel Missiles, Image, Magic Fist, Staff to Snake, Summon Wolf	Staff (1d+1/1d)	
13	Wene	ST 10, DX 11, IQ 13, MA 10	Control Elemental, Drop Weapon, Invisibility, Mage Sight, Magic Rainstorm, Reveal Magic, Reverse Missiles, Staff to Snake, Telekinesis	Staff (1d+1/1d)	
14	Erild	ST 9, DX 12 (11), IQ 13, MA 8	Break Weapon, Control Animal, Create Wall, Drop Weapon, Fire, Fireproofing, Staff, Sticky Floor, Fireball, Sleep	Staff (1d+1/1d)	Cloth Armor (1)
15	Arget	ST 8, DX 12, IQ 11, MA 10	Blur, Control Animal, Illusion, Image, Magic Fist, Reveal Magic, Staff, Summon Scout, Turn Missiles	Staff (1d/1d)	
16	Withiua	ST 8, DX 13, IQ 13, MA 10	Break Weapon, Breathe Fire, Curse, Illusion, Pathfinder, Reveal Magic, Shadow, Staff, Sticky Floor, Stone Flesh	Staff (1d/1d)	
17	Argeth	ST 8, DX 11 (10), IQ 14, MA 10	Blur, Curse, Darkness, Destroy Creation, Drain Strength, Flight, Freeze, Image, Reveal Magic, Reverse Missiles, Staff	Staff (1d/1d)	Cloth Armor (1)
18	Huswe	ST 10, DX 10, IQ 13, MA 10	Blast, Break Weapon, Breathe Fire, Control Elemental, Fire, Fireproofing, Freeze, Slow Movement, Staff to Snake	Staff (1d+1/1d)	
19	Rielaph	ST 11, DX 12 (10), IQ 11, MA 8	Acid Touch, Blur, Dispel Missiles, Magic Fist, Reverse Missiles, Sleep, Speed Movement, Staff, Stalwart, Summon Myrmidon, Turn Missiles	Staff (1d+2/1d)	Leather Armor (2)
20	Herbert	ST 9, DX 11, IQ 13, MA 10	3-Hex Fire, Drop Weapon, Eyes-Behind, Fireproofing, Image, Repair, Staff, Stone Flesh, Whisper	Nunchuks (1d+1), Staff (1d+1/1d)	

Version 1.1

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