

Random Gladiator Opponent

d8 + d12	I	II	III	IV
2	Crippled gladiator	Roll again on I	Roll again on II	Roll again on III
3	Damaged warforged	Bugbear warrior	Elven swordfighter	Clay Golem
4	Heretic monk, novice	2 Boar	Wereboar	Minotaur
4	Exotic style prisoner	Lion	Displacer beast	12 Zombies
6	Unarmed thug	Barbarian, Eastern	Dire boar	Thri-Kreen
7	Gladiator, Injured	Barbarian, Southern	Exotic style veteran	Exotic style champion
8	Half-orc thug	Gladiator	Roll on II; double qty	5 Gladiators
9	Amateur volunteer	Gladiator	Gladiator, Veteran	Beastmaster
10	Gladiator, Novice	Gladiator	Gladiator, Veteran	Gladiator, Champion
11	Gladiator, Novice	Gladiator	Gladiator, Veteran	Gladiator, Champion
12	Gladiator, Novice	Gladiator	Gladiator, Veteran	Roll on II; 5x qty
13	Bandit prisoner	Gladiator	Roll on II; double qty	3 Gladiator veterans
14	2 untrained prisoners	Barbarian, Northern	Exotic style veteran	2 Ogres
15	4 untrained prisoners	Barbarian, Western	Ogre	4 Gnolls
16	Poacher and dog	3 Dogs	2 Gargoyles	6 Orcs
17	6 Kobolds	Hobgoblin warrior	Werewolf	Troll
18	3 Goblins	Lizardman	Owlbear	Heretic monk
19	Yuan-ti wretch	Goliath	Dwarven axemaster	Hill giant
20	Roll again on II	Roll again on III	Roll again on IV	Stone golem

d%	Style	Description
01-05	Andabatae	As secutor, but fights blind in an enclosed helmet
06-20	Dimachaeri	Small helmet, two curved short swords
21-40	Hoplomachus	Helmet, small shield, short sword, spear
41-50	Provocator	Breastplate, helmet, large shield; short sword
51-60	Retiarius	Bracers; net, trident, dagger
61-80	Secutor	Large shield, large helmet, short sword
80-00	Thraex	Helmet, small shield; short sword

Author's note: The chart is populated with opponents for single combat in an arena. Opponents were chosen based on several criteria. They must not be able to escape by flying. They should not pose a serious threat to the audience. It must be possible to restrain and imprison the creature, possibly by threat rather than force.