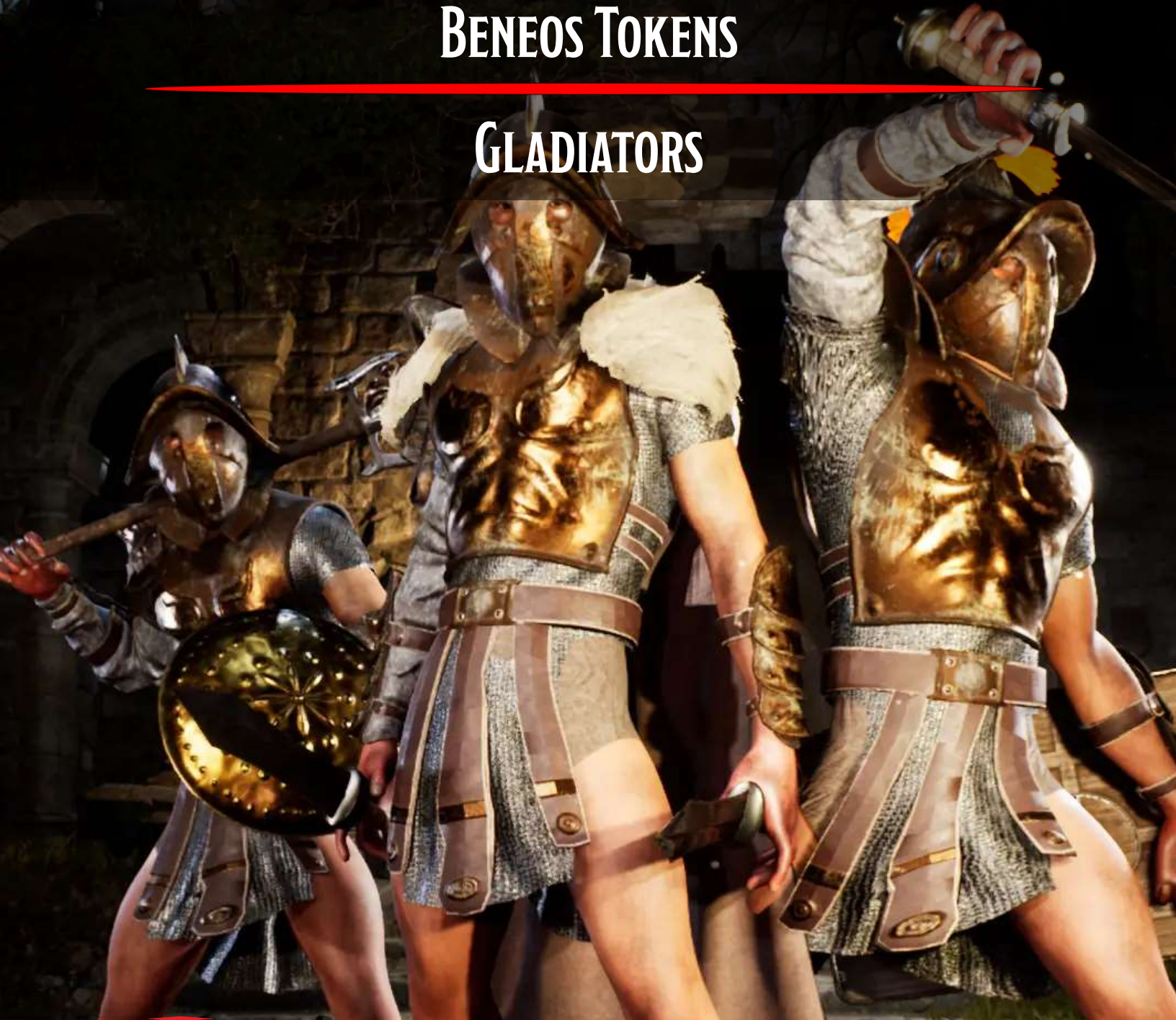




BENEOS TOKENS

GLADIATORS



D&D HOMEBREW



A Beneos Tokens homebrew creature statblock for the world's greatest roleplaying game

GLADIATORS

Gladiators are artists, painting the sands of the arena red with both their and their opponent's lifeblood. Often once proud warriors who got sold into slavery after defeat in the field of battle, most Gladiators now live and die on the whims of their master. They are, however, valuable property, as a well-trained Gladiator with a natural knack for showmanship may earn the adoration of the masses, setting himself on the path to become a legend of the arena. These champions might one day earn their freedom - or develop a competitive edge, preferring the life of a king on the red sands to that of a subject outside the arena walls.

BENEOS TOKENS

This creature was released on [Patreon](#) and is part of weekly Animated Tokens to impress your players. Each creature comes with different animations and Top Down and Isometric perspectives.

RETIARIUS

Medium humanoid, neutral

Armor Class 16

Hit Points 123 (15d8+45)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	10 (+0)	13 (+1)	14 (+2)

Saving Throws Dexterity +6, Charisma +5

Skills Acrobatics +6, Athletics +6, Performance +5

Senses passive Perception 11

Languages Common

Challenge 5 (1800 XP)

Competitive Fighter. The Retiarius can reroll the first failed attack roll on each of its turns. It also makes saving throws against being frightened with advantage.

Duelist's Edge. Each time the Retiarius successfully hits with an attack, it can add a d6 to its next attack roll.

Ground Finisher. Any attack made by the Retiarius against a prone or restrained creature is a critical hit, if the Retiarius is within 5 ft. of the creature.

Actions

Multiattack. The Retiarius makes three attacks with its Trident. It can substitute one or any Trident attacks with Net or Kick attacks.

Trident. Melee Weapon Attack: +6 to hit, reach 10ft., one target. *Hit:* 9 (1d10 + 3) piercing damage.

Net. Ranged Weapon Attack: +6 to hit, range 5/15., one target. *Hit:* A large or smaller creature hit by the net is restrained until it is freed. A creature can use its action to make a DC 14 Strength check, freeing itself or another creature within its reach on a success. Dealing 7 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net. The Retiarius carries one extra Net.

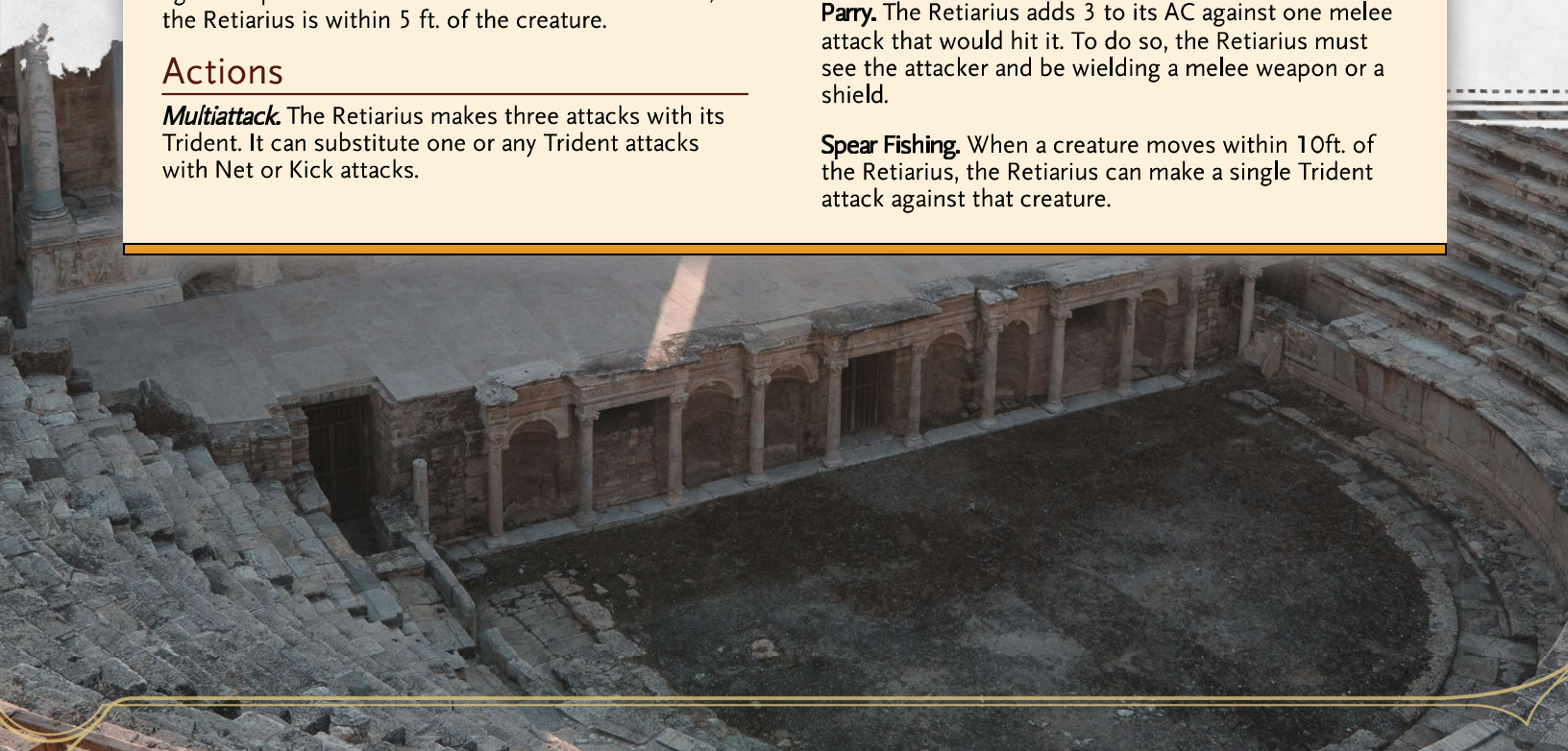
Kick. Melee Weapon Attack: +6 to hit, reach 5ft., one target. *Hit:* 4 (1+3) bludgeoning damage and the Retiarius makes a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the Retiarius chooses the ability to use). If the Retiarius wins the contest, it can push the target 5 feet away from it.

Sweep Attack. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 3) piercing damage and the target must succeed on a DC 14 Dexterity saving throw or fall prone.

Reactions

Parry. The Retiarius adds 3 to its AC against one melee attack that would hit it. To do so, the Retiarius must see the attacker and be wielding a melee weapon or a shield.

Spear Fishing. When a creature moves within 10ft. of the Retiarius, the Retiarius can make a single Trident attack against that creature.



RETIARIUS AND MURMILLO

Gladiators are grouped into different types, varying heavily in both fighting style and equipment. Certain types of Gladiator exclusively fight their respective counterpart, each fight resembling a deadly choreography studied to perfection. Retiarius and Murmillo exclusively duel each other, both of their skills honed to overcome the other. The Retiarius is a flink-footed and more lightly armoured fighter who nimbly evades their more heavily armoured opponent, only to artfully entangle them with their net and set up the perfect thrust from their trident.

The brutish Murmillo however is recruited from the ranks of the most steadfast fighters, almost impossible to topple and capable of withstanding tremendous punishment. Both are evenly matched and capable of holding the audience's attention with their taunts and flourishes, their signature maneuvers and lethal finishers.

MURMILLO

Medium humanoid, neutral

Armor Class 17

Hit Points 154 (19d8+57)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	18 (+4)	10 (+0)	13 (+1)	14 (+2)

Saving Throws Strength +7, Charisma +5

Skills Athletics +7, Intimidation +5, Performance +5

Senses passive Perception 11

Languages Common

Challenge 5 (1800 XP)

Competitive Fighter. The Murmillo can reroll the first failed attack roll on each of its turns. It also makes saving throws against being frightened with advantage.

Duelist's Edge. Each time the Murmillo successfully hits with an attack, it can add a d6 to its next attack roll.

Arena Champion. The Murmillo can use a bonus action on its turn to gain temporary hit points equal to 1d6 x the amount of enemy creatures within 10 ft. of it.

Actions

Multiattack. The Murmillo makes three Gladius attacks. It can substitute one or any Gladius attacks with Shield Bash attacks.

Gladius. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 9 (1d6 + 5) piercing damage.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 9 (1d6 + 5) bludgeoning damage and the target must succeed on a DC 15 Strength saving throw or fall prone.

Reactions

Parry. The Retiarius adds 3 to its AC against one melee attack that would hit it. To do so, the Retiarius must see the attacker and be wielding a melee weapon.

Riposte. When a creature misses the Murmillo with a melee attack, the Murmillo can immediately make a single Gladius or Shield Bash attack against the creature.



DIMACHAERUS

The Dimachaerus is the diva of the arena, a master duelist who captivates the audience with artistic bladework and dizzying acrobatics. Fluidly switching between offensive and defensive fighting styles, the Dimachaerus prides themselves on their ability to face any opponent, capable of outmaneuvering both the nimble Retiarius and outfighting the towering Murmillo. But a Dimachaerus balances on a knife's edge, any misstep in their complex choreography will be punished by their opponents - and the fickle audience, its favour as easily withdrawn as it is granted.

DIMACHAERUS

medium humanoid, neutral

Armor Class 17

Hit Points 123 (15d8+45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	16 (+3)	10 (+0)	13 (+1)	14 (+2)

Saving Throws Dexterity +7, Charisma +5

Skills Athletics +6, Acrobatics +7, Performance +5

Senses passive Perception 11

Languages Common

Challenge 5 (1800 XP)

Competitive Fighter. The Dimachaerus can reroll the first failed attack roll on each of its turns. It also makes saving throws against being frightened with advantage

Duelist's Edge. Each time the Dimachaerus successfully hits with an attack, it can add a d6 to its next attack roll.

Fighting Stance. At the start of each of its turns, the Dimachaerus can choose a fighting stance from the following options, granting the corresponding benefits:

- **Offensive Stance:** The Dimachaerus can use its bonus action to make two additional Gladius attacks.
- **Defensive Stance:** The Dimachaerus can use its bonus action to take the Dodge or Disengage action on its turn.

Actions

Multiattack. The Dimachaerus makes three Gladius attacks.

Gladius. Melee Weapon Attack: +7 to hit, reach 5ft., one target. *Hit:* 8 (1d6 + 4) piercing or slashing damage.

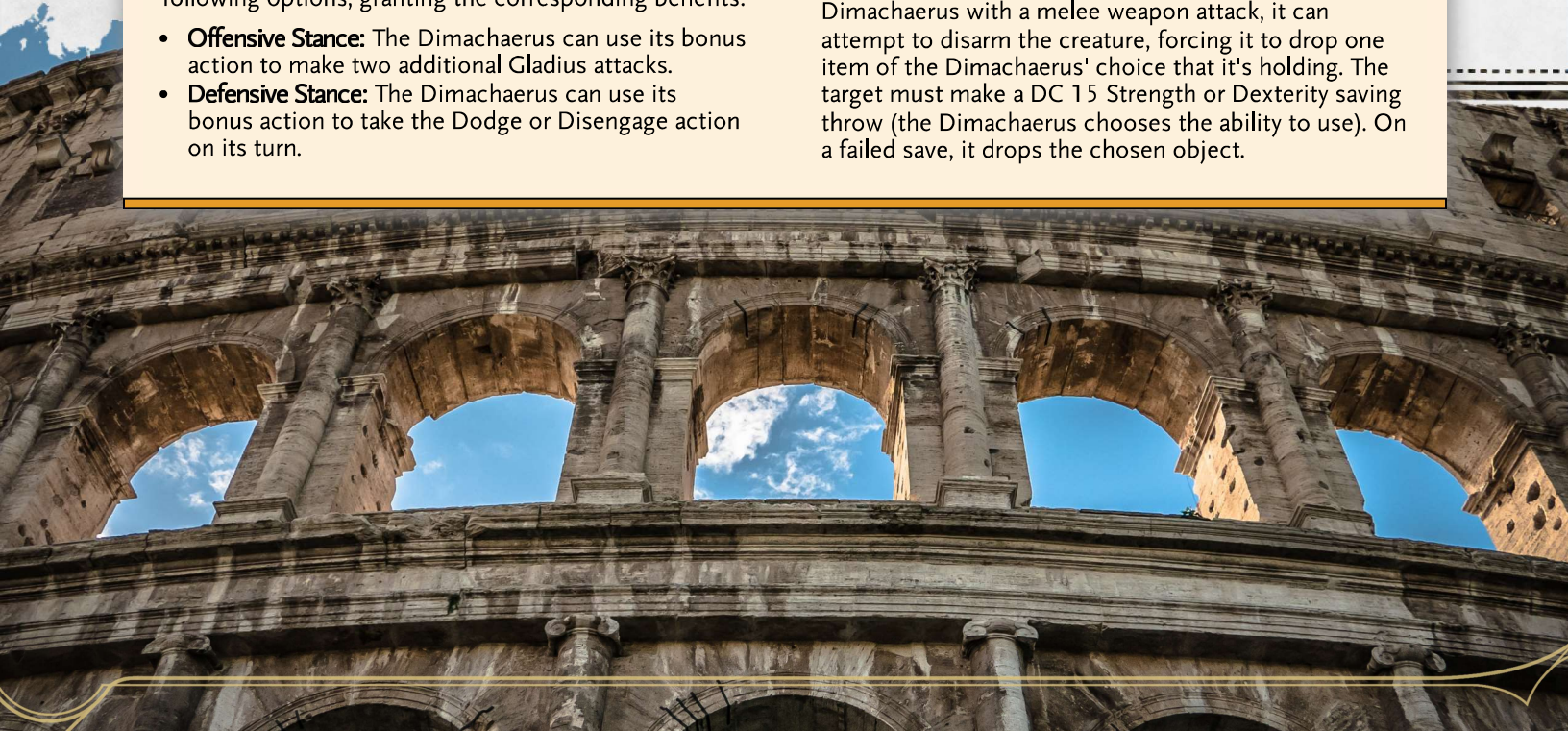
Disarming Strike. Melee Weapon Attack: +7 to hit, reach 5ft., one target. *Hit:* 8 (1d6 + 4) piercing or slashing damage and the Dimachaerus can attempt to disarm the creature, forcing it to drop one item of the Dimachaerus' choice that it's holding. The target must make a DC 15 Strength or Dexterity saving throw (the Dimachaerus chooses the ability to use). On a failed save, the target drops the chosen object.

Reactions

Riposte. When a creature misses the Dimachaerus with a melee attack, the Dimachaerus can immediately make a single Gladius attack against the creature.

Parry. The Dimachaerus adds 3 to its AC against one melee attack that would hit it. To do so, the Dimachaerus must see the attacker and be wielding a melee weapon.

Disarm. When a creature hits or misses the Dimachaerus with a melee weapon attack, it can attempt to disarm the creature, forcing it to drop one item of the Dimachaerus' choice that it's holding. The target must make a DC 15 Strength or Dexterity saving throw (the Dimachaerus chooses the ability to use). On a failed save, it drops the chosen object.



HOW TO RUN THE RETIARIUS

How to run the Retarius:

1. Seek out strong and slow targets. The Retarius excels at hunting down heavy targets with low Dexterity scores, due to their Sweep Attack and Kick both requiring Dexterity saving throws. Most heavily armoured creatures with high Strength scores lack a high Dexterity score and become easily manipulated by the Retarius.

2. Restrain or topple your target to deal massive damage with Ground Finisher.

- **Start with a Sweep Attack** in an attempt to topple your opponent.
- If you fail, reroll due to **Competitive Fighter**.
- If you succeed, deal heavy damage due to **Ground Finisher**.
- **If the Sweep Attack hits**, but does not topple your opponent, **follow up with a Net** for the d6 bonus to the hit roll! This might **restrain** the target, heavily weakening it.
- On a hit, follow up with **Trident** attacks, utilizing Ground Finisher for massive damage.

3. Utilize Duelist's Edge and Competitive Fighter. Remember the reroll and the d6 bonus to hit rolls following successful hits!

4. Stay mobile. If a duel does not go in your favour, try to push the opponent with a **Kick** and then freely move away, as they now might be out of range with its melee attacks, denying an attack of opportunity.

HOW TO RUN THE MURMILLO

1. Get into close combat and stay there. The Murmillo excels up close and is hard to shift. Three attacks and the opportunity to knock an opponent prone, gaining advantage on further attacks, puts a lot of pressure on a single opponent.

2. Use the Arena Fighter bonus action. While the Murmillo prefers single combat, it can also act as a stopgap to bind more than one opponent due to the scaling of its Arena Fighter ability. While its damage output drops against more than opponent, he still weathers a lot of damage, drawing attention from squishier combatants, like a flanking Retarius or Dimachaerus.

3. Competitive Fighter and Duelist's Edge make for reliable attack rolls. You can reroll the first failed attack roll on your turn and each successful attack roll grants +1d6 to hit to the next one! With a base +7 to hit, this Gladiator can reliably damage even heavily armoured opponents.

4. Attack first with a Shield Bash, then follow up with Gladius strikes. A prone opponent is easier to hit, further boosting the effectiveness of Duelist's Edge.

5. Consider using the Riposte reaction for a Shield Bash. If an opponent used more than half of its movement to get into combat, it can not get up until the start of its next turn, granting advantage on all follow up attacks until then! 6.

Don't forget about the Parry reaction. This reaction can boost the Murmillo's AC up to 20, blocking all but the most powerful strikes.



HOW TO RUN THE DIMACHAERUS:

1. **Pick a Fighting Stance at the start of your turn.** If you are confronted with several opponents or can't reach a juicy target with your normal movement, choose the defensive stance to find a more optimal vector of attack. If you can get into combat with a desired target, go full on offensive.
2. **Single out an opponent.** The Dimachaerus excels at burying a single opponent with hit rolls and inflicting death by a thousand cuts.
3. **Attempt to Disarm the opponent.** And then kick the weapon away to quickly neutralize weapon-dependent characters for a turn! You can even annoy some spellcasters, if you are able to take away their focus.
4. **Leave unfavourable matchups!** Don't waste the Dimachaerus' potential and use your mobility to quickly leave and seek a new target!

