

# LEGACY ITEM:

## The Spiked Gauntlet Of B'rrastis

By Mike Bourke, Johnn Four & Michael K Tumey



This is one of eight Legacy Items included in *Assassin's Amulet* which we are re-presenting here in a format optimized for use in play. There is no additional information included (other than this introduction); but the content is organized differently.

These supplements are organized into five parts. The first is this introduction. The second contains page(s) with the name, description, and an image of the item, as the typical PC would perceive it. The third part consists of a series of tables describing the Legacy Powers, with any appropriate notes – the first describes only the First Inheritance, the second describes both First and Second Inheritances, and so on. The fourth contains the history of the item, which is something a Player may discover – eventually. It also contains the pronunciation guide. The final part contains the GM-only information that completes the Description of the Legacy Item.

Page Numberings have been manipulated throughout. This is not just one game supplement – it is nine. Each of the pages in section three has the SAME page number, so the player never needs to know that the Legacy Item contains a further power to be unlocked, or how long it will be until it happens. The GM simply hands the newly-printed page containing the additional Legacy Power to the player as a replacement for the one he already has. The remaining page numbers within the supplement are also tailored accordingly.

We have also included a page for additional notes, with NO page number showing. This can be printed as many times as necessary. Just print as many copies of the page as you need to contain the additional info for the player. Enjoy....



## The Spiked Gauntlet of B'rrastis

The Gauntlet of B'rrastis appears to be rust-brown masterwork leather. Close examination, however, reveals silk and steel threads of incredible fineness woven into strips that resemble leather. These, in turn, weave into a gauntlet using a crisscross pattern. A second layer of this pseudo-leather reinforces the knuckle area; soft calfskin leather lines the interior.

Spikes of varying size adorn the knuckles of each finger. The first knuckles' lengths are the same as each finger's distance from first to second knuckle. The second knuckles are half-inch spikes somewhat squatter, flatter and less nail-like. The third knuckles are about 3/4 of an inch long and somewhat wedge-shaped, running along the finger line.

The significance of these shapes becomes apparent when wearing the gauntlet. The nail-like spikes over the first knuckles are equivalent to four razor-sharp daggers. When making a fist, the flatter spikes over the second knuckles lock to form the equivalent of a small hammer, ideal for punching. The longer wedge-shaped nails over the last knuckles rotate halfway with the fingers to form a thick barrier that protects the palm of the hand, and locks the fingers in curled up position to make it impossible to accidentally drop anything held in the fist, such as a weapon hilt.

Inheritance	Base Ranking	Modified Ranking	Description
First	5	0	+1 AC, +2 to hit, +2 damage, unwillingness to remove Cestus <sup>1</sup>
		Total: 0	

Cestus weapon characteristics: As Spiked Gauntlet

Notes:

Inheritance	Base Ranking	Modified Ranking	Description
First	5	0	+1 AC, +2 to hit, +2 damage, unwillingness to remove Cestus <sup>1</sup> , -2 on all attack rolls, skill checks, and saves and cursed with bad luck if Cestus not worn (applies to both wielder and all others in vicinity) <sup>2</sup>
Total: 0			

Cestus weapon characteristics: As Spiked Gauntlet

1: Assessed as -1 Ranking each due to undesirability of trait

2: Assessed as -4 Ranking due to undesirability of trait

Notes:

Inheritance	Base Ranking	Modified Ranking	Description
<b>First</b>	5	0	+1 AC, +2 to hit, +2 damage, unwillingness to remove Cestus <sup>1</sup> , -2 on all attack rolls, skill checks, and saves and cursed with bad luck if Cestus not worn (applies to both wielder and all others in vicinity) <sup>2</sup>
<b>Second</b>	4	1	+4 Str, +2" height, +40# weight (additional muscle) over next month, will not refuse personal combat <sup>1</sup>
<b>Total: 1</b>			

Cestus weapon characteristics: As Spiked Gauntlet

- 1: Assessed as -1 Ranking each due to undesirability of trait
- 2: Assessed as -4 Ranking due to undesirability of trait

**Notes:**

Inheritance	Base Ranking	Modified Ranking	Description
<b>First</b>	5	0	+1 AC, +2 to hit, +2 damage, unwillingness to remove Cestus <sup>1</sup> , -2 on all attack rolls, skill checks, and saves and cursed with bad luck if Cestus not worn (applies to both wielder and all others in vicinity) <sup>2</sup>
<b>Second</b>	4	1	+4 Str, +2" height, +40# weight (additional muscle) over next month, will not refuse personal combat <sup>1</sup>
<b>Third</b>	4	1	+4 Con, +40# weight (additional muscle) over next month, annoyed by cheating directed at wielder <sup>1</sup> , quick tempered <sup>1</sup>
<b>Total: 2</b>			

Cestus weapon characteristics: As Spiked Gauntlet

1: Assessed as -1 Ranking each due to undesirability of trait

2: Assessed as -4 Ranking due to undesirability of trait

**Notes:**

Inheritance	Base Ranking	Modified Ranking	Description
<b>First</b>	5	0	+1 AC, +2 to hit, +2 damage, unwillingness to remove Cestus <sup>1</sup> , -2 on all attack rolls, skill checks, and saves and cursed with bad luck if Cestus not worn (applies to both wielder and all others in vicinity) <sup>2</sup>
<b>Second</b>	4	1	+4 Str, +2" height, +40# weight (additional muscle) over next month, will not refuse personal combat <sup>1</sup>
<b>Third</b>	4	1	+4 Con, +40# weight (additional muscle) over next month, annoyed by cheating directed at wielder <sup>1</sup> , quick tempered <sup>1</sup>
<b>Fourth</b>	3	1	+4 Dex, +4" shoulder width, +60# weight (additional muscle) over next month, angered by cheating directed at wielder <sup>1</sup>
<b>Total: 3</b>			

Cestus weapon characteristics: As Spiked Gauntlet

1: Assessed as -1 Ranking each due to undesirability of trait

2: Assessed as -4 Ranking due to undesirability of trait

**Notes:**

Inheritance	Base Ranking	Modified Ranking	Description
<b>First</b>	5	0	+1 AC, +2 to hit, +2 damage, unwillingness to remove Cestus <sup>1</sup> , -2 on all attack rolls, skill checks, and saves and cursed with bad luck if Cestus not worn (applies to both wielder and all others in vicinity) <sup>2</sup>
<b>Second</b>	4	1	+4 Str, +2" height, +40# weight (additional muscle) over next month, will not refuse personal combat <sup>1</sup>
<b>Third</b>	4	1	+4 Con, +40# weight (additional muscle) over next month, annoyed by cheating directed at wielder <sup>1</sup> , quick tempered <sup>1</sup>
<b>Fourth</b>	3	1	+4 Dex, +4" shoulder width, +60# weight (additional muscle) over next month, angered by cheating directed at wielder <sup>1</sup>
<b>Fifth</b>	4	1	DR 2/Magic, infuriated by cheating directed at wielder <sup>1</sup> , light scarring appears on body <sup>1</sup>
<b>Total: 4</b>			

Cestus weapon characteristics: As Spiked Gauntlet

1: Assessed as -1 Ranking each due to undesirability of trait

2: Assessed as -4 Ranking due to undesirability of trait

**Notes:**

Inheritance	Base Ranking	Modified Ranking	Description
<b>First</b>	5	0	+1 AC, +2 to hit, +2 damage, unwillingness to remove Cestus <sup>1</sup> , -2 on all attack rolls, skill checks, and saves and cursed with bad luck if Cestus not worn (applies to both wielder and all others in vicinity) <sup>2</sup>
<b>Second</b>	4	1	+4 Str, +2" height, +40# weight (additional muscle) over next month, will not refuse personal combat <sup>1</sup>
<b>Third</b>	4	1	+4 Con, +40# weight (additional muscle) over next month, annoyed by cheating directed at wielder <sup>1</sup> , quick tempered <sup>1</sup>
<b>Fourth</b>	3	1	+4 Dex, +4" shoulder width, +60# weight (additional muscle) over next month, angered by cheating directed at wielder <sup>1</sup>
<b>Fifth</b>	4	1	DR 2/Magic, infuriated by cheating directed at wielder <sup>1</sup> , light scarring appears on body <sup>1</sup>
<b>Sixth</b>	4	1	+2 Critical Threat Range, angered by cheating in general <sup>1</sup> , -1 Cha (light scarring on face) <sup>1</sup>
<b>Total: 5</b>			

Cestus weapon characteristics: As Spiked Gauntlet

1: Assessed as -1 Ranking each due to undesirability of trait

2: Assessed as -4 Ranking due to undesirability of trait

**Notes:**

Inheritance	Base Ranking	Modified Ranking	Description
<b>First</b>	5	0	+1 AC, +2 to hit, +2 damage, unwillingness to remove Cestus <sup>1</sup> , -2 on all attack rolls, skill checks, and saves and cursed with bad luck if Cestus not worn (applies to both wielder and all others in vicinity) <sup>2</sup>
<b>Second</b>	4	1	+4 Str, +2" height, +40# weight (additional muscle) over next month, will not refuse personal combat <sup>1</sup>
<b>Third</b>	4	1	+4 Con, +40# weight (additional muscle) over next month, annoyed by cheating directed at wielder <sup>1</sup> , quick tempered <sup>1</sup>
<b>Fourth</b>	3	1	+4 Dex, +4" shoulder width, +60# weight (additional muscle) over next month, angered by cheating directed at wielder <sup>1</sup>
<b>Fifth</b>	4	1	DR 2/Magic, infuriated by cheating directed at wielder <sup>1</sup> , light scarring appears on body <sup>1</sup>
<b>Sixth</b>	4	1	+2 Critical Threat Range, angered by cheating in general <sup>1</sup> , -1 Cha (light scarring on face) <sup>1</sup>
<b>Seventh</b>	4	1	+2 critical hit damage multiplier, infuriated by cheating in general <sup>1</sup> , -1 Cha (heavy scarring on hands) <sup>1</sup>
<b>Total: 6</b>			

Cestus weapon characteristics: As Spiked Gauntlet

1: Assessed as -1 Ranking each due to undesirability of trait

2: Assessed as -4 Ranking due to undesirability of trait

**Notes:**

Inheritance	Base Ranking	Modified Ranking	Description
<b>First</b>	5	0	+1 AC, +2 to hit, +2 damage, unwillingness to remove Cestus <sup>1</sup> , -2 on all attack rolls, skill checks, and saves and cursed with bad luck if Cestus not worn (applies to both wielder and all others in vicinity) <sup>2</sup>
<b>Second</b>	4	1	+4 Str, +2" height, +40# weight (additional muscle) over next month, will not refuse personal combat <sup>1</sup>
<b>Third</b>	4	1	+4 Con, +40# weight (additional muscle) over next month, annoyed by cheating directed at wielder <sup>1</sup> , quick tempered <sup>1</sup>
<b>Fourth</b>	3	1	+4 Dex, +4" shoulder width, +60# weight (additional muscle) over next month, angered by cheating directed at wielder <sup>1</sup>
<b>Fifth</b>	4	1	DR 2/Magic, infuriated by cheating directed at wielder <sup>1</sup> , light scarring appears on body <sup>1</sup>
<b>Sixth</b>	4	1	+2 Critical Threat Range, angered by cheating in general <sup>1</sup> , -1 Cha (light scarring on face) <sup>1</sup>
<b>Seventh</b>	4	1	+2 critical hit damage multiplier, infuriated by cheating in general <sup>1</sup> , -1 Cha (heavy scarring on hands) <sup>1</sup>
<b>Eighth</b>	4	1	+2d6 non-lethal damage on a successful hit, cannot refuse personal combat <sup>1</sup> -1 Cha (heavy scarring on face) <sup>1</sup>
<b>Total: 7</b>			

Cestus weapon characteristics: As Spiked Gauntlet

1: Assessed as -1 Ranking each due to undesirability of trait

2: Assessed as -4 Ranking due to undesirability of trait

**Notes:**

Inheritance	Base Ranking	Modified Ranking	Description
<b>First</b>	5	0	+1 AC, +2 to hit, +2 damage, unwillingness to remove Cestus <sup>1</sup> , -2 on all attack rolls, skill checks, and saves and cursed with bad luck if Cestus not worn (applies to both wielder and all others in vicinity) <sup>2</sup>
<b>Second</b>	4	1	+4 Str, +2" height, +40# weight (additional muscle) over next month, will not refuse personal combat <sup>1</sup>
<b>Third</b>	4	1	+4 Con, +40# weight (additional muscle) over next month, annoyed by cheating directed at wielder <sup>1</sup> , quick tempered <sup>1</sup>
<b>Fourth</b>	3	1	+4 Dex, +4" shoulder width, +60# weight (additional muscle) over next month, angered by cheating directed at wielder <sup>1</sup>
<b>Fifth</b>	4	1	DR 2/Magic, infuriated by cheating directed at wielder <sup>1</sup> , light scarring appears on body <sup>1</sup>
<b>Sixth</b>	4	1	+2 Critical Threat Range, angered by cheating in general <sup>1</sup> , -1 Cha (light scarring on face) <sup>1</sup>
<b>Seventh</b>	4	1	+2 critical hit damage multiplier, infuriated by cheating in general <sup>1</sup> , -1 Cha (heavy scarring on hands) <sup>1</sup>
<b>Eighth</b>	4	1	+2d6 non-lethal damage on a successful hit, cannot refuse personal combat <sup>1</sup> -1 Cha (heavy scarring on face) <sup>1</sup>
<b>Ninth</b>	4	1	Critical hit inflicts Large Scorpion Venom on target (3.5 DMG p297), gladiatorial ethics <sup>1</sup> , extreme ego <sup>1</sup>
<b>Total: 8</b>			

Cestus weapon characteristics: As Spiked Gauntlet

1: Assessed as -1 Ranking each due to undesirability of trait

2: Assessed as -4 Ranking due to undesirability of trait

**Notes:**

## *Origins & History*

Luvín B'rrastis was a gladiator, and a good one. It was fortunate he found something at least marginally productive to do with his life, because he was also a brutal thug who enjoyed fighting and killing. B'rrastis was renowned for his stamina, his ability to keep fighting long after he should be down on the sand, bleeding to death, and for his trademark spiked glove or cestus. His most socially redeeming quality was absolute contempt for those who sought to defeat him – or anyone else – by cheating.

That did not stop his rivals from trying, who attempted everything from drugged water supplies to tainted food to illegal holds and hidden weapons. In the end, one succeeded by soaking the interior of his cestus with scorpion venom, which leeches into his body during a battle. B'rrastis won the bout, of course, but he was dead on his feet even as he acknowledged the cheers of the crowd.

The arena owner had the famous cestus mounted on a wall plaque and hung in his private quarters in commemoration of the legendary gladiator, but it seemed to bring him nothing but misfortune, culminating in a thieves' guild targeting him over gambling debts. One night, someone stole everything of value from his home, including the cestus, and set the building alight to cover their tracks and distract the watch.

The spiked glove next turned up in the possession of a rich nobleman known for his collection of famous weapons. How it came to join his collection is unknown, but once again, it seemed to carry bad luck to its new owner. A group of bandits began raiding his wagons, lightning struck his personal temple and burnt it to the ground, unseasonal rains flooded his fields and destroyed the summer crops three years running, and finally, he choked on a prune.

His son was a wastrel who dissipated the family fortune in risky gambles, then began selling off his father's collection one item at a time. The historical record shows the son lost wagers consistently until he sold the glove, at which point he suddenly began to win some bets again.

The purchaser was a travelling silversmith, but he fared little better than previous owners, being torn apart by wild dogs only days after obtaining the glove. By now, the legend of B'rrastis was fading except amongst the gladiatorial aficionados, and the glove had become known better for the ill fortune it seemed to carry.

Twelve years after the death of the silversmith, the remains of the presentation display were discovered, caught amongst the reeds at the base of a willow tree, seriously decayed and rotted. The glove, which had partially broken free from the mounting, appeared pristine. The discoverer, Jalin, was a young shepherd fleeing a pack of giant wolves. He hoped the river would mask his scent. As he later told the tale, he stumbled over the tree roots and fell into the river, the glove right at his nose. With a snarl, one of the pursuing wolves was upon him. With no other weapon save a skinning knife, even though it was many sizes too large for his young hands, he pulled on the glove. Immediately, he twisted to one side with grace and skill far beyond his years and expertise, and landed a crippling blow upon the wolf's snout almost instinctively. The wolf, who happened to be the pack leader, recoiled in shock, giving the youth time to land a second blow. This was too much for the wolf, which fled, followed by the pack.

To describe this tale as barely credible does not do justice to the disbelief it initially received when the boy returned to his village. However, an experienced hunter examined the scene, and from his reading of

the tracks, corroborated the account. The local sheriff attempted to examine the cestus, but the boy would not relinquish it. In fact, he never took it off for the remainder of his life.

As the years passed, the villagers began to notice changes in Jalin. Prior to recovering the cestus, he had often been the object of bullying by the town boys, being rather small. The first time afterwards that one tried to intimidate him, Jalin half-killed his tormenter despite facing three-to-one odds. In ensuing months, he experienced a growth spurt and came to fill out the glove despite still being of tender years. His temper

became hair-trigger. And then, one day, he was just gone. The village burgher sent messages to the surrounding communities, but none reported seeing the young man, and truth be told, his neighbors were not anxious to have him back. And so, Jalin disappeared into the mists of history, and the cestus was once again lost. Where will it turn up next?

### *Pronunciation guide*

B'rrastis: Bu-rast-iss

Luvín: Loo-vín

Jalín: Jar-lín

# GM Information Section

## *Preparing the Spiked Gauntlet for play*

Before the Spiked Gauntlet can be used in play, the GM needs to decide exactly what constitutes “Bad Luck” (which strikes the character and those around him when he takes it off). The History contains several examples. This “Bad Luck” should operate at a plot & metagame level, with no impact in Game Mechanics. It may be some time before the player realizes that the Gauntlet is responsible for the misfortunes of the party. The character is unable to receive the Second Inheritance until he makes this discovery, since one of the key stages in doing so is a willing acceptance of the Legacy – warts and all.

## *The Spiked Gauntlet in play*

In a slight departure from the usual presentation format of Legacy Items, two versions of the First Inheritance are shown: one without the negative effects that come from removing the weapon once it has been tried on, and one with. The GM should bear in mind that the first version is all that will be detected by Analyze and similar spells, and that the Gauntlet, like all Legacy Items is *not* Cursed – a detect curse will reveal nothing.

The GM should consider the impact of the Gauntlet on his campaign in the hands of a PC carefully before making it available; it will have very different campaign effects in the hands of a PC as compared to an NPC.

## *Suggested Unlocking Challenges*

### **Low level:**

- Challenge an opponent of equal or greater level to a duel to first blood
- Win a fair fight
- Enter a wrestling match

### **Mid level:**

- Defend a stranger without knowing why the attack occurred
- Challenge a fighter of equal or greater level to a duel to first blood
- Expose a cheat

### **High level:**

- Attack a cheat who is socially untouchable, such as a nobleman or priest
- Accept a challenge from a fighter of at least two levels higher
- Win a gladiatorial contest (not just one round, the whole contest)

## *Designer's notes: The Spiked Gauntlet of B'rrastis*

This is an unusually powerful Legacy Item because negative side effects extensively counterbalance its power, as detailed in the description. Its construction places it at the outer limit of acceptable power levels for a Legacy. While in many respects suitable for a PC wielder, the tight regulation of personality alterations make it undesirable. However, what makes it potentially unsuitable for PCs is the absence of any real warning period before the character is forever bound to the gauntlet; binding is almost instant.

The following page can be printed to provide additional notes to a player who has come into possession of the Spiked Gauntlet of B'rrastis. The font used for body text in the other pages of notes is **Book Antiqua, 11 pt**, which should be available on any Windows system.

Notes (cont):

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