

Gothic Gladiator II

Outline / Version 1.0

The Plot

After attacking Rezenhart foolishly Romulus has been taken to the dungeons of Randal. After months of torture and mistreatment, Romulus is send to the Ludus of Valerian, an ambitious Lanista, who wants to climb the high ranks of the pamanatian Society. Romulus has to regain his strength back and fulfill his mission: Killing Rezenhart.

But the devious King plans many intrigues again Romulus, to kill the former slave to become the Master of the ten Arenas. Meanwhile Rezenhart's minions are hunting down the rebels and suppress the rumors, which are talking about Keldrom, Rezenhart's Brother and the true heir to the Panamatian Throne.

Along path awaits Romulus, which ending is unclear...

Main Villains

Rezenhart

The son of King Brahim used every intrigue to get on the throne of Panamat. With the news of Keldrom's Return, Rezenhart becomes anxious and desperate, to find and kill his unwanted brother. But until now, his minions failed to find him.

With the growing hatred of the Panamatians towards his reign, the numerous raids of rebel bands and the miserable economy, Rezenhart is forced to search for strong allies, who could help him keeping his power. Even if it's mean to make a bargain with the archrival of Panamat: the Kingdom of Gretallura.

Vergil Naso

Valerian's Archnemesis is the owner of the royal Ludus of Ivokthar, the Capital of Panamat. Vergil possess the best gladiators in the kingdom and with his influence in the criminal underworld, the lanista has much power in Panamat. Because of that, Vergil won the King's favor.

Vergil likes to bully Valerian and enjoys the status. He is also proud of his gladiators. Especially of the mysterious Onitaro, a masked warrior from the far east.

Lord Olgierd

The gouvernor of the ancient Orc-City Prakash-Tyas. The former Commander of the Panamatian Army functions as Rezenhart's watchful guardian. Olgierd and his loyal Praetorians are guarding the treasure chamber of Rezenhart day and night.

Olgierd is also the owner of the Arena, which is the ruined temple of the once proudful, orcish city. There the most fabulous tournaments, duels and fights are organized and executed. Panamatians and Strangers from far away and pay a lot for those spectacles. And their money is send to the treasure chamber immediately.

The (possible) Allies

Brennus and Falco

This infernal duo always fights as one team. While Falco is a master of his trident "Stormbringer", Brennus fights with his longsword and shield against his rivals. But it is their strong bond toward one another, that make Brennus and Falco a very good team.

Brennus was born in the infamous quarry in the Lokithor-mountains. His mother died after the birth of her child. Only his father, the overseer Nestor, took a young Brennus under his wing. Over the time Brennus learned to become stronger and to endure every torture. Nestor finally was killed in the infamous rebellion of Decebal. Decebal's Rebels killed every overseers of the quarry, even those, who treated them nice. This is why

Brennus loath any kind of rebellion, which cause only calamity and suffering in his eyes.

Falco on the other hand was born as a child of the rich merchant family of the Scipions. Falco became during is adolescence to a young and strong man, who has the potential to lead. Unfortunately his love for other man ruined any ambitious plan of Falco's father, Tellus.

After being banished for his gravest error, Falco and his lover, Crispinus, journeyed with their comrade Salvidienus to the south of Panamat. But on the road the three friends are attacked by mercenaries, who seemed to be send by Tellus. Salvidienus was killed, while Falco and Crispinus fled with heavy injured. After more than two years of flight and hardship, Falco and Crispinus are captured by slavers and sold to Valerian. There the two lovers met their future best friend, Brennus.

Maracantha

With her last followers, the banished assassin tries to regain the favor of Nagamira, the matriarch of the assassin cult "House of the Krait. For that she wants to kill the once strong Champion of the four Arenas, Romulus. But the attempt failed and Maracanthas followers, Calla and Simon, are killed. Maracantha is captured by Valerian's Men. With Aulus' special venom, Maracantha is forced to work with Romulus and Valerian. But the assassin plans to fulfill her mission.

Maracantha is a master of dual fighting and "dances" with her sabres, "The fangs of the Golden Kobra", through her enemies. She also uses throwing knives and poison, to kill efficiently. Indeed Maracantha is a born killer. But her heart isn't completely lost. It still beats and feels for her one and only weakness: Her sister Stellina.

Ravenheart

Once a proud member of the royal knight family, The Eustons, Balduin Euston alias Ravenheart has fallen in grace among his fellow brothers-in-arms. Ravenheart joined the coup d'etat of Rezenhart and sold the greatest enemies of the Usurper to their doom. And that he did it, to

protect his wife Drusina and his son Alfons. But do this act, Ravenheart lost everything.

Now he served Vergil as his personal bodyguard. A task, that the fallen knight despises. But Vergil is currently the only one, who protects Ravenheart's Family from Rezenhart's "moody" decisions.

The Household of Valerian

Valerian

The Lanista of a renown Ludus in Panamat didn't wanted to become an Lanista. Once he fled with his beloved lover, Terentia, to live a simple life and founding a family. But do to his infertility the wish for family and children could never be fulfilled. When Valerian and Terentia were nearly captured by royal slavers, a heartbroken Valerian let Terentia go and went back to his father, Tiberius.

From the day of the return Valerian developed himself to a good and experienced Lanista. With his natural knowledge of human nature he recruited a bunch of excellent warriors, that later became his Gladiator. Even by recruiting Agrippina Valerian was right. After the tragic demise of his father, Tiberius. Valerian has to fight against the intrigues of his archnemesis, Vergil Naso, who tries to take the Ludus from Valerian. In multiple duels and Gladiator Battles, the warriors of the Lanistas fought many bloody, but epic battle. But even with Valerian's leadership and the help of his household, no one of his gladiators could ever defeat Vergil's Champion, the mysterious Onitaro.

Valerian comes often as severe and grumpy to new faces. But after a while the newlings see the soft and familiar face of the lanista. Even if he should'nt do that, Valerian treats his gladiators and his household like family. And that leads to a lot of horrible pains, when Valerian sees his Gladiators be killed by Vergil's Killing machines.

Aulus

The house Medicus and alchemist of the Ludus. Aulus treats always the injuries and poisoned wounds of the Gladiators. But his true passion is the creation of strong elixirs, which can improving a fighter's talents. For that purpose Aulus goes on expeditions to find rare and strong plants. But always under the watchful eyes of Valerian's Guard.

Agrippina

The sole Gladiatrix among Valerian's warriors. At first Agrippina had a long, rough time to uphold her fellow brothers-in-arms. But when she defeated her first, true rival, Arvos the Neckbreaker, Agrippina earned not only her proud scar on her once beautiful face, but the respect of the other gladiators.

Since that day Agrippina teaches the female servants of Valerian's Household to fight and to defend themselves. Thanks to the ambitious, but lovely woman, the servants have teached every bandit a severe lesson.

Johnkrol

The Captain of Valerian's Guard is a man of duty. He protected once Valerian's father, Tiberius, against any attacks. Until Tiberius was killed by an frenzy Shadowwalker, that surprised the former Lanista during a deer hunt.

Because of this grave moment, Johnkrol swore to protect Valerian's Life by all meanings.

Mad Beth

The unnormal big dragonsnapper. Mad Beth was the end result of an dark alchemistic experiments of a bunch of bandits and black alchemists. While her physique body mutated, her intelligence raised enormitly. She escaped her cruel captors and hunted and lived a severely years in the royal woods near the City of Lentulus' Lookout. Until Tiberius captured her and brought her to his villa.

It was there where the once wild dragonsnapper mutant met her new owner and friend, Aulus. Thanks to his elixirs he calmed Beth's pains, which are caused by her mutations. Should Beth not received her medicine, than she becomes "Mad Beth". A killing machine, that brought havoc among several bands of bandits near Lentulus' Lookout.

The Arenas of Panamat

The Arena of Prakash-Tyas

This once proud, orcish temple is now home to the most extravagant and biggest battles and duels in the history of the ten Arenas. Grand beast and enslaved orcish warriors fights against troops of gladiators and damned fools, who have become prisoners under Rezenhart' iron rule.

One of the biggest spectacles of Prakash-Tyas is the legendary "Retelling of the Battle of Prakash-Tyas". A bunch of weakened and frightened orcs have to fight against trained gladiators, who play the role of the warriors of King Oronbard, the famous grandfather of Rezenhart and Keldrom.

The Dome of Doom (The volcanic Arena)

At the foot of the dark volcano Mt. Saturas the most hellish and bloodiest gladiator-games are organized within the frightenful walls of the dome. Dark magicians and servants of mischievous demons measures their strength and cruelty among themselves. Only the most dangerous enemies of King Rezenhart or the biggest criminals of the kingdom will be send to this atrocious place.

The Jewel of Ivokthar (The Capital Colosseum)

The Colosseum is the highest of all the Arena and earned his nickname “The last step to the gladiator’s Olympus”. Here the best gladiators, the most majestic creatures and the most formidable champions of other realms meet for an epic combat.

Battles of great scale and duels of epic proportions are held within the ivory walls of the Colosseum. And while a hundred thousands voices shriek and cry in joy and bloodlust, the metallic sounds of clashing swords play the symphony of delicious death.

The Master of the ten Arenas (Main Campaign)

1. Act: From the depths of hell

Romulus has lost all of his former strength. His body weakend and injured. Only the act of an unknown person, who is only called “the powerful Patron”, saved Romulus from eternal suffering through Rezenhart’s minions. Romulus is send to the Ludus of Valerian, an ambitious Lanista, who wished to become a nobleman among the panamatian aristocracy.

In the Ludus Romulus meets with his new fellow gladiators, like the duo Brennus and Falco, with whom he could form a strong friendship. If the player has fulfilled their “Ally-quests”, Brennus and Falco can be recruited to Keldrom’s Rebellion.

In the first hours Romulus re-learned the basic combat and can train different combat-styles. New combat style, like the dual-weapons-style, can be learned.

When Romulus goes to the little Town of Lentulus’ Lookout he is lured to an ambush, set by the banished assassin of the Krait, Maracantha. Before Romulus can be killed, Brennus and Falco comes to the rescue and save Romulus. Maracantha is captured and her fellow assassins, Calla and Simon, dies during the battle. Here the player has a choice. He can ignore Maracantha and risk, that Maracantha could ambush him/her again. Or he

can start to bond with her and winning her for Keldrom's Cause. This will make Maracantha's Ally-Quest available.

After this failed murder attempt, Romulus, Valerian and the Gladiators go to the first Arena on their way: The Dome of Doom. There Romulus has not only to fight against demonic gladiators and powerful dark magicians. An restless and powerful attacker, who wears a dreadful mask, tries to murder him. Only with the help of Brennus, Falco, Agrippina (and Maracantha if you bond with her) Romulus can escape the mysterious enemy.

After fighting demons, surviving traps and hellish magic machines Romulus fights against the Champion of the Dome. The demon Paladin Merritravis. After killing his rival Romulus goes back to the Ludus of Valerian, where his victory is celebrated. But he and his newest friend are observed by four eyes.

2. Act: The Trials of Prakash-Tyas

Rezenhart is furious do to Romulus' Survival at the Dome. He sends orders to his most capable and trusted servant, Lord Olgierd of Prakash-Tyas. Olgierd has made special preparations already and alerts his loyal guard, the Praetorians, about Romulus' Coming and the possible, upcoming raids of the rebels.

In the ancient walls of the old orcish City, Romulus could find new weapons and armors, which were crafted by the best orc-blacksmiths. He could also hunt for the infamous beast "Setbalar", from whom's skins he could also make a strong armor and from its strong bones weapons of all kinds.

During the Tournament of Prakash-Tyas, the rebels attacks the city and try to raid the massive treasure Chamber of the city. But when their first attack failed, Caradhas and Recker search for Romulus and ask for his help. Romulus wants to help his former comrades, but he also don't want to risk the lives of Valerian's hole Household. Recker convince Romulus, that Valerian's "powerful Patron", will protect

them. Romulus joins Recker and Caradhas' Raid party and together they can steal a lot of Rezenhart's Treasures, including strange, but valuable gems.

After the raid, Romulus continues the Tournament until he reaches the Champion. In the Default-Case it will be Ravenheart, the Bodyguard of Vergil Naso, the archnemesis of Valerian. If the player has choose to help Ravenheart in his ally-Quest, Ravenheart renounces his places as Vergil's Bodyguard and at his place, Olgierd summons his secret weapon. Sir Alastair and his pet Dragon Simurgh. After defeating the champion (depending of the player's choice) Olgierd will send assassins of the Krait after Romulus and Valerian's Household. Among the assassin is also the masked attacker, who tried to murder Romulus in the first act.

Several Comrades, (like Brennus, Aulus, Johnkrol and Mad Beth) dies in the attack. Valerian is horrible wounded and the poison of the Krait is killing him painfully. Valerian can survive the attack, if the Player helped Aulus in creating his Opum Magnus "The ambrosian Kiss". If Valerian's dies, the powerful Patron will show himself and presented himself as Terrengar, Embassador of the Kingdom of Gretallura. With his help, Romulus get a chance for his revenge. But that event will bound him to Terrengar and his schemes.

If the player fulfilled Valerian's Questline, the dying Lanista will appoint Romulus to his adoptive son and heir of the Ludus and all its belongings.

3. Act: The last Steps to Olympus

Accompanied by Valerian or Terrengar, Romulus goes to the Jewel of Ivokthar, the mighty Colosseum of the panamatian Capital. The tornament of the last Arena demands everything from Romulus. While fighting his biggest foes, Romulus has to fight against Recker and Caradhas, who have been captured by Olgierd. Romulus learns in horror, that the strange gems were magical detectors. Which were invented by Gretallurian Mages. Romulus has to executed Recker and Caradhas to fulfill his mission. If the Player refuses to kill Recker and

Caradhas, Rezenhart will order to kill everyone. Olgierd and his Praetorians will attack the trio and the last remaining man. This would lead to an early attack of Keldrom and the rebels among the spectators. Rezenhart will flee to his palace and barricaded himself with Vergil, his gladiators and his champion and first fighter, the masked and mysterious Onitaro.

When Romulus follows this alternative path (The Rebel Path), he has to imprisoned Onitaro, after it is revealed that the eastern warrior can't be killed with mere weapons. After sealing Onitaro, Romulus, Keldrom, Recker and Caradhas will fight through the last stands of Rezenhart's loyalists, including Olgierd and his Praetorians and Vergil's Gladiators. If the player has completed Ally-Quests, his gathered Allies will assist him.

After killing Olgierd and Vergil, Romulus will stand before Rezenhart. The last battle will be on the Top of the White Crown Tower, the highest tower of the royal Citadel. Here Romulus kicked Rezenhart to his death (an clear homage to "300").

If the player executes Recker and Caradhas, Romulus will follow "the path of the gladiator". He will fight the last duels and battles in the Colosseum until he stands before Onitaro. Before Romulus can fight against his last trail, Keldrom meets with him and warns Romulus, that Onitaro is in truth an undead warrior. Only a holy blessing of Romulus' Weapon could kill the deathless Champion of the Colosseum. But this task is no easy one, since Rezenhart's Soldiers are guarding the mighty Cathedral of Ivokthar.

After completing the Quest of the blessing Weapon, Romulus will face Onitaro. In a spectacular final fight, Romulus will kill Onitaro in front of a horrified Rezenhart and his frightened followers. When the time comes, Romulus challenges Rezenhart to a duel of life and death. Rezenhart has to accept the challenge. But before he goes to Romulus, Rezenhart equipped himself with an demonic armor, shield and sword, which is called "The Soulsbane". With his magical set the final duel will begin. At the end, Romulus will slay Rezenhart in front of the Panamatians. And in this very moment, Keldrom will appear and take the bloodies crown from his brother's dead body.

Epilog

Depending of the player's choices, there are two possible Endings. If Valerian dies during the assassins' attack, Romulus has become Terrengar's property and has to follow him. Terrengar wants to take Romulus to the kingdom of Gretallura, where he should become a "God of the Imperial Arena".

If Valerian survives the attack, the player can choose to stay in Valerian's Ludus and become the first fighter of the Ludus. If Valerian's Questline is completed Romulus becomes the next Lanista of the Ludus and formed an own dynasty of Lanistas. The Player can also choose to be freed from the "gladiator's life" and start a new, peaceful life in his freedom. Or he joins Keldrom's Court and becomes Keldrom's Bodyguard and Champion.

Inputs and Ideas for Side Stories and Factions

Important Note!: This section presents you only fresh and undeveloped Ideas.

Side Stories

Carmo and Jonas

When the Player explores Lentulus' Lookout he can meet with the merchant Carmo, who sells "Strong orcish Armor and Weapons". If the Player buys an orcish weapon and/ or armor, they will become suddenly to useless garbage items. When confronting Carmo with his trickery, the weaseling merchant will call his mighty, Orc-Bodyguard Jonas. If the Player choose to fight, he will be one shoted and everything will be stolen by the deviant duo.

In Prakash-Tyas you can find Carmo and Jonas again, tricking another poor soul. This time the player can intervene and fight against Jonas. When Jonas is killed, Carmo will flee to the hidden caves under the orcish city. There the player can find many enslaved orcs, especially magic-talented shaman acolyths. With their enchantments, the acolyths turn useless objects into orcish weapons and armors. Alone or with Allies the Player can free the orc-slaves and put an end to the false trade. During this razzia, Carmo and his fellow frauds are killed either by Romulus or the orcish slaves.

The Cult of Artaxerxes

In the Dome of Doom the player could learn specific, demonic magic and powers, that could help him strengthen his skills. But those powers will come with horrendous costs like decreasing Health or big malus on health, stamina or mana.

Those powers can be learned, if you join the secret Cult of the warlock Artaxerxes. Artaxerxes will demand horrific tasks from the player, like searching for a pure virgin, the blood of a holy man or the theft of a dozens pure souls. If you fulfill Artaxerxes' favours, the warlock will teach you the mighties demonic powers and you can learn, to demonize your weapons of your choice. Demonized Weapons have a chance to steal health from an enemy or letting him to succumb into a bloodthirsty rage, in which the victim would attack wildly anyone near him.

Updates

02.10.2023

The Leech Forum (Swamp-Arena of the Banished Fort)

Deep in the Lamia-Swamps raise the run downed place, which is infamously known as the Banished Fort. Once the fort had a strong garrison, which guarded the southern borders of Panamat. Today it became the den for cutthroats, criminals and black alchemists.

Thanks to this harsh “company”, the arena of the Banished Fort is more a brutal fighting pit than a proud arena. Everything is allowed in the fights. Gladiators meet in the infamous Leech Forum devious mutants, creatures created by black alchemy, merciless mercenaries and venomous monsters from the Lamia-Swamps itself.

The Cauldron of the Damned (The frozen fighting pit)

At the highest point in the Lokithor-Mountains, the mighty and scary Dark Frost Citadel raises from the black Glaciers. A tremendous bulwark, that guards the only pass between Panamat and the cold lands of Jornarve.

Thousands of slaves work in the cold mines of the citadel and hack on iron veins day and night. Should some slaves growing bald and rebel against the garrison, they are thrown into the Arena, where they meet a brutal end.

The Cauldron of the Damned is often the place for mass execution. Nobody of the garrison’s soldiers flinch an eye for it. But when the tournament starts, the joy of the battle-hungry spectators knows no boundaries, especially the fights between the panamatian Gladiators and the Berserkers and Ulfhednar from the Northern Kingdom of Jornarve. Those battles are guaranteed spectacles, where the money flows.

The biggest Highlights are the final duel against the Champion of the Dark Frost Garrison: Barysekr, King of the Black Ice.