

FVS7

ADVENTURES IN FILBAR

BY FRANK SCHMIDT



ARENA OF THE GODS

AN ADVENTURE SETTING BASED IN THE FILBAR CAMPAIGN FOR A SOLO CHARACTER OF VARIOUS LEVELS. PART OF THE FILBAR SOLO SERIES IT IS PLAYABLE IN ANY CAMPAIGN WITH MINOR MODIFICATIONS!

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Arena of the Gods

Player's Background:

You wake up to find yourself on a wet cobblestone floor in a large jail cell. Hay sticks out of your hair and clothes and your head hurts. Looking around you discover you are not the only occupant of the chamber and in the torchlight of this dungeon you discover your cell is one of quite a few containing humans, demi-humans, humanoids, and wild animals. Your fellow occupants stare at you blankly. When you ask where you are one heavyset barbarian replies "Hell" and your fellow inmates laugh. Another man with ebony skin leans in and hands you a large spoon of gruel and you devour it hungrily. He chuckles at your enthusiasm and says "you're in the Arena of the Gods".

DM Background:

This adventure setting has been used for two different purposes in the Filbar Campaign. For those PCs who have been slain on the trail and cannot be raised, I have given them this chance. At the time of the PC death their deity obtains their essence and places them in the coliseum to prove their worth. If the deceased PC can defeat four random foes in the arena, then they have proven their worth in the eyes of their god or goddess. The PC is resurrected where they fell with the amount of hit points they had after their fourth victory. The stadium is filled with an illusionary audience that respond just like real spectators.

The second use of this setting has been when the PCs were captured as spies (thieves, enemies of the state, etc.) in the Torlaian Empire. This "roman-esque" setting is a strong military country that enjoys its blood sports. Torlaian law dictates a wide variety of punishment for the crimes and the arena is largely considered a death sentence to all but a few fortunate individuals. The Torlaians are not without compassion and have decreed that any items a criminal had when arrested would be returned to them in the stadium.

Time spent on the floor of the arena will be quite deadly for the participants but a generally raucous time for the citizens that attend the event. The crowd will

cheer for those who do well and boo or whistle for those failing to perform. If a fight goes too long with plenty of misses the participants will hear from the crowd and risk a greater chance at getting the dreaded "thumbs down" from the master of ceremony.

The master of ceremony can be the Torlaian Emperor or a nobleman or noblewoman of lesser standing. This person will literally hold the participant's fate in his/her hands as they will decide on mercy or death when a contestant falls. Make no mistake, this setting can be exceptionally deadly for your PCs!

Victory (read when the PC is victorious)

Your opponent(s) has been laid low and you stand over them. Looking up you see the master of ceremonies rise from their seat. Looking out over the crowd shouts for death mingle with shouts for mercy. The Master raises hands and the crowd slowly quiets. Raising their right arm and looking both ways the master extends their fist and points their thumb.....

DM: The player will now roll a die with a 50% chance of life or death. Odds the thumb goes down and a ceremonial dagger will be tossed into the sand near the PC. The character will be expected to finish off their opponent with it and failure to do so will incur a chorus of booing and the PC will have to face their next opponent immediately without being healed. If the opponent is killed or the thumbs up (even roll) is given, the adventurer will be cheered and escorted back into the dungeons below the arena where they will be fully healed. After their battles are completed they will be escorted out of the arena (without healing), and led out of the city by a military escort and released at the edge of town.

Defeat (read when the PC dies)

The blows from your opponent rain down upon you. You attempt to survive but your vision becomes cloudy and you feel your strength ebb. You surge with the last breath but fail to bring down your foe. Their strike is true and you fall into the sand of the arena. The light dims and your eyelids close....

DM: The player will roll a random die and gain a 50% chance of life. Alternate rule #1 is the 50% + Charisma score + # of rounds fought = percentage chance of having the crowd on their side. Alternate rule #2 is a DC vs. Charisma with a

+1 for every two rounds fought for a chance of life. For added player involvement you can have them roll a d6 with a 1-2=standard rule, 3-4=Alternate rule #1, and 5-6=Alternate rule #2. If the PC fails to win the favor of the mob they will slip off into the cold grip of death.

Entering the Arena (roll D8 for each fight)

- 1)** The guards pull you out of your smelly cell and advise you that it is time. You follow the cadre of heavily armed men up a cobblestone passage spotted with bloodstains. As you get to the top a box sits in between two portcullises. Spears prod you into the gap between the gates and the guard says "Get your stuff on adventurer...you're next!" Checking the box you find your possessions. The exterior portcullis begins to open into the arena and the spears prod you to move out.

- 2)** Your head clears as the sun beats down on you. The roar of the crowd fills your ears and you find yourself laying in the sand of the arena. As you look around your eyes realize that the layout of the arena is open with a few strange statues forming a corridor. Looking around the open pit you only see spectators cheering loudly and no sign of an opponent....

- 3)** You are paraded out into the large amphitheater by two burly half Ogre guards dressed in armor with spikes eliminating the chance to tackle them. The overcast day has birds flying over the open rooftop and you notice a 20' high stone stair step pyramid in the center of the arena. The crowd seems nonplused by your appearance and vendors can be heard plying their wares to an uninspired crowd. At the far end of the arena a pair of humans just finished fighting with only one standing. A smattering of applause accompanies the victory and the warrior nods to you and walks through a gate near his end of the stadium. As the guards walk away one turns and says "key is up there...better hurry little one"

- 4)** You are escorted into a metal cage and it is closed behind you. A trunk in the center contains your belongings. The master sergeant tells you good luck and nods to one side. Two large men begin to turn a wheel and your cage lurches

up. "Better hurry adventurer, you're up" the guard says. You quickly put on your armor just as you pass the 30' mark and your cage rises to the floor of the arena. The warm sun shines down and a trumpet sounds along the side of the open area. You step out and your cage descends down into the depths below the floor. Looking across the field of battle you notice several mangled bodies lying dead upon the floor of the arena stripped of weapons and armor.

- 5) The guards lead you through a winding tunnel and stop at a large cylinder that resembles a cage. Another revolving cage door is on the far side. In between is a narrow room with your belongings on a table. Spikes line the wall on both sides and dried blood is present on the spikes. It is fairly obvious that you will be skewered on the spikes if you get out of line. The roar of the crowd is easily heard beyond the second turnstile and a loud groan is heard coming from the crowd followed by loud booing and whistling. The crowd sounds restless.

- 6) You pass through several ironbound doors with your hands bound behind your back and a rag stuffed in your mouth. Guards roughly push you down the dark hallway to an imposing door. The guard to your right pulls a lever and sunlight floods the tunnel. You are pushed out into the sand of the arena and the door closes behind you. A rough triangular slab of stone stands to the right and you quickly begin to rub the rope against the sharp stone. A box 10' ahead of you has your belongings. A grinding noise is heard to the right and your opponent(s) exit the same way you did. The crowd roars as you all attempt to get free!

- 7) Horns blare and you blink attempting to figure out where you are and what happened. You rise slowly to your feet and discover you are armed with your belongings in the middle of the large arena. A 30' stone statue stands in the middle of the arena and bone fences separate the floor into quadrants. Your opponent(s) are near you similarly disoriented. A booming voice echoes throughout the stadium and proclaims "FIGHT ON!"

*A victory in this choice will have rose petals fall from the skies above and heal all those victorious in the battles. The bone fence to the next section will open drop into the sands below and the arena will be separated into two sections followed by none. In this case the usual four combat rounds will be reduced to three however one of the three rounds is guaranteed to be with a

deadly opponent at least once. The final victory results in the statue becoming animated and holding the PC aloft while the accolades of the mob reach a fever pitch. It will result in the PC receiving a golden circlet as a reward.

- 8)** You are being herded along some type of passage with a bag on your head and your hands bound in front of you. You feel a shove in the small of your back and feel yourself sliding down a passage. You land with a thud in a pile of sand and pull off your hood. Rain is pouring down and the small circle you are in sits in the middle of a large stadium. The opposite side of the enclosure has a tube leading into it and your opponent plunges into the wet sand on the far side. The crowd erupts with cheering!

Roll a D10 to select opponents to be 1-5 and 6-10 or a 1-2, 3-4, etc. style. The challenges should be decided upon all at once and the DM can adjust what the order is.

1st Level Challenge:

1. Bandit: Armor Class 12 (leather) Hit Points 11 (2d8 +2)

D +3 1D6 +1 Scimitar or +3 1d8 +1 Light Crossbow

STR DEX CON INT WIS CHA /11(+0) 12(+1) 12(+1) 10(+0) 10(+0) 10(+0)

Challenge 1/8 (25 XP)

2. Acolyte: Armor Class 10 (natural) Hit Points 19 (2d8)

D +2 1D4 Club or DC12/+4 for spell casting

Cantrips: Sacred flame, thaumaturgy, light

Spells (3): Cure/cause wounds, Bless, Sanctuary

STR DEX CON INT WIS CHA /10(+0) 10(+0) 10(+0) 10(+0) 14(+2) 11(+0)

Challenge 1/4 (50 XP)

3. Axebeak: Armor Class 11 Hit Points 23 (3d10 +3)

D +4 1d8 +2

STR/DEX/CON/INT/WIS/CHA 14(+2) 12(+1) 12(+1) 2(-4) 10(+0) 5(-3)

Challenge ¼ (50 XP)

4. Stirges (3): Armor Class 14 (natural armor) Hit Points 2 (1d4)

D +5 1D4 +3 and blood loss

STR DEX CON INT WIS CHA /4 (-3) 16 (+3) 11 (+0) 2 (-4) 8 (-1) 6 (-2)

Challenge 1/8 (25 XP)

5. Warhorse Skeleton: Armor Class 13 (scraps) Hit Points 22 (3d10 +6)

D +6 bludgeoning 2D6 +4

STR DEX CON INT WIS CHA 18(+4) 12(+1) 15(+2) 2(-4) 8(-1) 5(-3)

Challenge ½ (100 XP)

2nd Level Challenge:

1. Acolyte: Armor Class 10 (natural) Hit Points 19 (2d8)

D +2 1D4 Club or DC12/+4 for spell casting

Cantrips: Sacred flame, thaumaturgy, light

Spells (3): Cure/cause wounds, Bless, Sanctuary

STR DEX CON INT WIS CHA /10(+0) 10(+0) 10(+0) 10(+0) 14(+2) 11(+0)

Challenge 1/4 (50 XP)

2. Thug: Armor Class 11 (leather armor) Hit Points 32 (5D8 +10)

+4 1d6 +2 Mace (x2)

STR/DEX/CON/INT/WIS/CHA 15(+2) 11(+0) 14(+2) 10(+0) 10(+0) 11(+0)

Challenge ½ (100 XP) Treasure 80gp

3. Kuo-Toa (2): Armor Class 13 Hit Points 22 (4d8)

D +3 net for PC disadvantage on rolls (one) or D +3 1D6 +1 spears (one)

STR/DEX/CON/INT/WIS/CHA 13 (+1) 10 (+0) 11 (+0) 11 (+0) 10 (+0) 8 (-1)

Challenge ¼ (50 XP)

4. Spiders - Giant (3): Armor Class 13 Hit Points 11 (2d8 + 2)

D +3 Bite 1D6 +1

STR DEX CON INT WIS CHA /12 (+1) 16 (+3) 13 (+1) 3 (-4) 12 (+1) 4 (-3)

Challenge 1/4 (50 XP)

5. Goblins (4): Armor Class 15 (leather armor, shield) Hit Points 7 (2d6)

D +4 Scimitar 1D6 +2 or +4 Bow 1D6 +2

STR DEX CON INT WIS CHA /8 (-1) 14 (+2) 10 (+0) 10 (+0) 8 (-1) 8 (-1)

Challenge ¼ (50 XP) Treasure 15gp

3rd Level Challenge:

1. Gorian Warlocks (3): Armor Class 13 (leather) Hit Points 7 (1d8 +1)

D +4 1d4 +2 (dagger) or +4 1d8 +2 crossbow or Spells DC11 vs. Charisma

Cantrips: Eldritch Blast, Mage Hand

Spells: Hex

STR DEX CON INT WIS CHA /9(-1) 15(+2) 12(+1) 17(+3) 16(+3) 13(+1)

Challenge 1/4 (50 XP)

2. Bullywugs (3): Armor Class 15 (hide, shield) Hit Points 15 (2d8 +2)

D +3 1d4 +1 Bite & +3 1d6 +1 spear

STR DEX CON INT WIS CHA /15 (+2) 14 (+2) 13 (+1) 8 (-1) 11 (-0) 9 (-1)

Challenge ¼ (50 XP) Treasure 15gp

3. Dire Wolf: Armor Class 14 (natural armor) Hit Points 40 (5d10 +10)

D +5 2D6 +3 Bite DC13 vs. Strength or Prone

STR DEX CON INT WIS CHA /17(+3) 15(+2) 15(+2) 3(-4) 12(+1) 7(-2)

Challenge 1 (200 XP)

4. Goblin & Boss: Armor Class 15 (leather, shield) Hit Points 7 (2d6)

D +4 Scimitar 1D6 +2 or +4 Bow 1D6 +2

STR DEX CON INT WIS CHA /8 (-1) 14 (+2) 10 (+0) 10 (+0) 8 (-1) 8 (-1)

Challenge ¼ (50 XP) Treasure 15gp

Goblin Boss: Armor Class 17 (chain shirt, shield) Hit Points 21 (6d6)

D +4 Scimitar 1D6 +2 (x2 but second is with disadvantage)

STR DEX CON INT WIS CHA /10(+0) 14 (+2) 10 (+0) 10 (+0) 8 (-1) 10(+0)

Challenge 1 (200 XP)

5. Bugbears (2): Armor Class 16 (hide, shield) Hit Points 27 (5d8 +5)

D +4 Morningstar 2D8 +2

STR DEX CON INT WIS CHA /15 (+2) 14 (+2) 13 (+1) 8 (-1) 11 (-0) 9 (-1)

Challenge 1 (200 XP) Treasure 50gp

4th Level Challenge:

1. Kobolds (5): Armor Class 12 Hit Points 5 (2d6 - 2)

D +4 Dagger 1D4 +2 Sling 1D4 +2 (instead of bows)

STR DEX CON INT WIS CHA /7 (-2) 15 (+2) 9 (-1) 8 (-1) 7 (-2) 8 (-1)

Challenge 1/8 (25 XP) Treasure 10gp

2. Goblin & Boss: Armor Class 15 (leather armor, shield) Hit Points 7 (2d6)

D +4 Scimitar 1D6 +2 or +4 Bow 1D6 +2

STR DEX CON INT WIS CHA /8 (-1) 14 (+2) 10 (+0) 10 (+0) 8 (-1) 8 (-1)

Challenge ¼ (50 XP) Treasure 15gp

Goblin Boss: Armor Class 17 (chain shirt, shield) Hit Points 21 (6d6)

D +4 Scimitar 1D6 +2 (x2 but second is with disadvantage)

STR DEX CON INT WIS CHA /10(+0) 14 (+2) 10 (+0) 10 (+0) 8 (-1) 10(+0)

Challenge 1 (200 XP)

3. Kuo-Toa Whip: Armor Class 12 (+1 ring) Hit Points 55 (10d8 +20)

D +4 1D6 +2 spear, Man catcher DC14 vs. Grapple or caught

Spells: DC12 vs. Wisdom/+4 (Sacred flame, Thaumaturgy, Bane, Shield)

STR/DEX/CON/INT/WIS/CHA 13 (+1) 15 (+2) 10 (+0) 7 (-2) 10 (+0) 6 (-2)

Challenge 1 (200 XP)

4. Dire Wolf (2): Armor Class 14 (natural armor) Hit Points 40 (5d10 +10)

D +5 2D6 +3 Bite DC13 vs. Strength or Prone

STR DEX CON INT WIS CHA /17(+3) 15(+2) 15(+2) 3(-4) 12(+1) 7(-2)

Challenge 1 (200 XP)

5. Giant Boar: Armor Class 12 Hit Points 43 (5d10 +15)

D +3 2d6 DC13 vs. Strength or knocked prone

STR/DEX/CON/INT/WIS/CHA 17(+3) 10(+0) 16(+3) 2(-4) 7(-2) 5(-3)

Challenge 2 (450 XP)

5th Level Challenge:

1. Goblins (5): Armor Class 15 (leather armor, shield) Hit Points 7 (2d6)

D +4 Scimitar 1D6 +2 or +4 Bow 1D6 +2

STR DEX CON INT WIS CHA /8 (-1) 14 (+2) 10 (+0) 10 (+0) 8 (-1) 8 (-1)

Challenge ¼ (50 XP) Treasure 15gp

2. Ogre: Armor Class 11 (natural armor) Hit Points 79 (7D10 +21)

D +6 to hit Club 2D8 +4 Javelin 2D6 +4

STR DEX CON INT WIS CHA /19 (+4) 8 (-1) 16 (+3) 5 (-3) 7 (-2) 7 (-2)

Challenge 2 (450 XP) Treasure 150gp in coins

3. Half Ogres (3): Armor Class 12 (hide armor) Hit Points 30 (4D10 +8)

D +5 to hit battle axe 2D8 +3

STR DEX CON INT WIS CHA /17(+3) 10(+0) 14(+2) 7(-2) 9(-1) 10(+0)

Challenge 1 (200 XP) Treasure 75gp in coins

4. Yuan-Ti Malison: Armor Class 12 Hit Points 66 (12d8 +12)

D +5 1d4 +3 & 2d6 poison <Bite> & +5 1d6 +3 <Scimitar>

STR DEX CON INT WIS CHA /16(+3) 14(+2) 13(+1) 14(+2) 12(+1) 16(+3)

Challenge 3 (700 XP) Advantage on saves

5. Orc War Chief: Armor Class 16 (chain mail) Hit Points 84 (11d8 +44)

D +6 1d12 +4 Great Ax & +6 1d6 +4 (2 attacks)

STR DEX CON INT WIS CHA /18(+4) 12(+1) 18(+4) 11(+0) 11(+0) 16(+3)

Challenge 4 (1100 XP) Treasure 320gp

6th Level Challenge:

1. Hobgoblins (3): Armor Class 18 (chain, shield) Hit Points 14 (2d8 + 2)

D +3 Long Sword 1D8 +1 or +3 bow 1D8 +1

STR DEX CON INT WIS CHA /13(+1) 12(+1) 12(+1) 10(+0) 10(+0) 9(-1)

Challenge ½ (100 XP) Treasure 20gp

2. Pirates (6): Armor Class 13 (chain shirt) Hit Points 32 (5d8 + 10)

D +4 1D8 +1 Scimitar 1d4 x100 gold, gems, jewelry

STR/DEX/CON/INT/WIS/CHA 15 (+2)12 (+1)14 (+2)10 (+0)10 (+0)12 (+1)

Challenge ½ (100 XP)

3. Grell: Armor Class 12 Hit Points 55 (10d8 +10) 2 Attacks

D +4 1d10 +2 piercing Tentacle & DC11 vs. Constitution or paralyzed 1 round
(Target will also be grappled (Escape DC15) and restrained)

D +4 2d4 +2 piercing Beak

STR/DEX/CON/INT/WIS/CHA 15(+2) 14(+2) 13(+1) 12(+1) 11(+0) 9(-1)

Challenge 3 (700 XP)

4. Sahuagin Priestess(2): Armor Class 13 (+1 ring) Hit Points 43 (6d8 +6)

D +3 1d4 +1 bite and 1d4 +1 claw (dual)

Spells: DC12 vs. Wisdom/+4 (bless, guiding bolt, hold, spiritual weapon, mass healing word, tongues)

STR/DEX/CON/INT/WIS/CHA 13(+1) 11(+0) 12(+1) 12(+1) 14(+2) 13(+1)

Challenge 2 (450 XP)

5. Ettin: Armor Class 12 (natural) Hit Points 85 (10d10 + 30)

D +7 2D8 +5 Battle axe & +7 2D8 +5 Morning star

STR DEX CON INT WIS CHA /21(+5) 8(-1) 17(+3) 6(-2) 10(+0) 8(-1)

Challenge 4 (1100 XP) Treasure 200gp in old ingots

7th Level Challenge:

1. Brown Bears (2): Armor Class 11 (natural) Hit Points 34 (4d10 + 12)

D +5 to hit Bite D8 +4, Claw 2D6 +4

STR DEX CON INT WIS CHA /19 (+4) 10 (+0) 16 (+3) 2 (-4) 13 (+1) 7 (-2)

Challenge 1 (200 XP)

2. Giant Scorpion: Armor Class 15 (natural) Hit Points 52 (7d10 +14)

D +4 1D8 +2 Claw & 1d10 +2 Sting + DC12 vs. Constitution for 4d10/half

STR DEX CON INT WIS CHA /15(+2) 13(+1) 15(+2) 1(-5) 9(-1) 3(-4)

Challenge 3 (700 XP)

3. Lamia: Armor Class 13(natural) Hit Points 97 (13d10+26)

D +5 2d10 +3 Claw & D +5 1d4 +3 Bite or Dagger (2 attacks)

Intoxicating touch +5 to hit magically cursed 1 hour – rolls disadvantage

Innate Spells: DC13 vs. Charisma

At Will: Disguise self, Major Image

3/day: Charm person, Mirror Image, Scrying, Suggestion

1/day: Geas

STR DEX CON INT WIS CHA /16(+3) 13(+1) 15(+2) 14(+2) 15(+2) 16(+3)

Challenge 4 (1100 XP) Treasure 800gp

4. Wereboar: Armor Class 11 Hit Points 78 (12d8 +24)

D +5 2D6 +3 Maul +5 2D6 +3 Tusks

STR/DEX/CON/INT/WIS/CHA 17 (+3) 10 (+0) 15 (+2) 10 (+0) 11 (+0) 8 (-1)

Challenge 4 (1100 XP)

5. Minotaur (2): Armor Class 14 (natural) Hit Points 76 (9d10 + 27)

D +6 2D12 +4 Great axe or +6 2D8 +4 Gore

STR/DEX/CON/INT/WIS/CHA 18 (+4) 11 (+0) 16 (+3) 6 (-2) 16 (+3) 9 (-1)

Challenge 3 (700 XP)

8th Level Challenge:

1. Centaur Lord: Armor Class 12 Hit Points 65 (6d10+12)

D +6 1d10 +4 Pike & +6 2D6 +4

STR DEX CON INT WIS CHA /18(+4) 14(+2) 14(+2) 9(-1) 13(+1) 11(+0)

Challenge 2 (450 XP) Treasure 80gp

2. Ogres (2): Armor Class 11 (natural) Hit Points 79 (7D10 +21)

D +6 to hit Club 2D8 +4 Javelin 2D6 +4

STR DEX CON INT WIS CHA /19 (+4) 8 (-1) 16 (+3) 5 (-3) 7 (-2) 7 (-2)

Challenge 2 (450 XP) Treasure 150gp in coins

3. Blue Dragon Wyrmling: Armor Class 18 Hit Points 55(8D8 +16)

+5 1D10 +3 & 1d6 lightning damage Bite or Breath DC12/Dexterity 4D10

STR/DEX/CON/INT/WIS/CHA 17(+3) 10(+0) 15(+2) 12(+1) 11(+0) 15(+2)

Challenge 9 (700 XP)

4. Triceratops: Armor Class 13 Hit Points 105 (10d12 +30)

D +9 4d8 +6 Gore, 3d10 +6 Stomp dual attacks

STR/DEX/CON/INT/WIS/CHA 22(+6) 9(-1) 17(+3) 2(-4) 11(+0) 5(-3)

Challenge 5 (1800 XP)

5. UMBER HULK: Armor Class 18(natural armor) Hit Points 93(11d10 + 33)

D +8 1D8 +5 Claws x2 and +8 2D8 +5 Mandibles

STR/DEX/CON/INT/WIS/CHA 20(+5) 13(+1) 16(+3) 9(-1) 10(+0) 10(+0)

Challenge 5 (1800 XP) DC15 vs. Charisma or confusion

9th Level Challenge:

1. WORGs (6): Armor Class 13 (natural armor) Hit Points 26 (4d10+4)

D +5 bite 2d6 +3 DC13 v. Strength or knocked over

STR DEX CON INT WIS CHA /16 (+3) 13 (+1) 13 (+1) 7 (-2) 11 (+0) 8 (-1)

Challenge ½ (100 XP)

2. WEREBOAR: Armor Class 11 Hit Points 78 (12d8 +24)

D +5 2D6 +3 Maul +5 2D6 +3 Tusks

STR/DEX/CON/INT/WIS/CHA 17 (+3) 10 (+0) 15 (+2) 10 (+0) 11 (+0) 8 (-1)

Challenge 4 (1100 XP)

3. AIR ELEMENTAL: Armor Class 15 Hit Points 90 (12D10 +24)

D +8 to hit 2d8 +5 x2 or Whirlwind DC13 vs. Strength 3d8 +2 & prone

STR DEX CON INT WIS CHA /14(+2) 20(+5) 14(+2) 6(-2) 10(+0) 6(-2)

Challenge 5 (1800 XP)

4. TROLL: AC 15 (Natural) Hit Points 90 (8d10 +40)

D +7 1d6 +4 Bite & 2d6 +4 Claws (x2)

STR DEX CON INT WIS CHA /18(+4) 13(+1) 20(+5) 7(-2) 9(-1) 7(-2)

Challenge 5 (1800 XP) Treasure 600gp in gemstones

5. MAGE: Armor Class 17 (+2 Ring) Hit Points 50 (9d6) 9th Wizard

D +2 1d6 -1 & 1d6 poison & Spells DC15 Intelligence/+11

Spells: Mage Hand, Minor Illusion, Poison Spray, Ray of Frost

1st- Mage Armor, Magic Missile, Mirror Image, Witch Bolt

2nd- Alter self, Misty Step, Web

3rd- Fly, Lightning Bolt, Ice Storm

4th- Black Tentacles, Greater Invisibility, Wall of Force

5th- Cloudkill

STR/DEX/CON/INT/WIS/CHA 9(-1) 14(+2) 10(+0) 17(+3) 13(+1) 12(+1)

Challenge 7 (2900XP)



Will victory in the arena be yours?



The Arena of the Gods <above> the "mob" spectators <below>





Statues of the "Six Victors of the Arena" that ring the top of the stadium

Sister Marietta, Vodrus of Barbaria, Sir Breen of Mellowmarble, Captain Ahab of the Lost Islands, Waylan the Mystic, Adrienne of the Winged Folk are all champions of the arena after winning their four challenges. Each is a legend of their land with only Waylan staying in the Torlaian Empire and part-time master of ceremonies at times. He is renowned for his soft spot for children. The other victors all returned to their homeland.



Centerpiece choices for the arena <DM discretion>

