

# Bloodring

Slaves fight to pay off debts. Criminals fight for redemption (10 wins). Others fight for money or glory; they are not prisoners. Occasionally **Señor Sonorus** holds a tournament to win an *Arcanum*. Otherwise, pay is good: 1g/win.

Admission is 5s/head, except sermons. Seats 80,000 spectators, but averages only 40,000.

Reenactments are *Detachment* combat. Outcomes are fixed, so we will not consider them further.

“**Bloodring**” refers to both the structure and the fights.

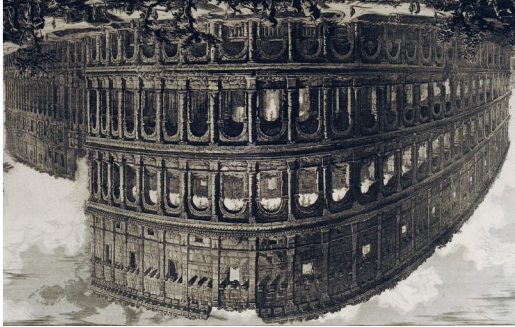
# Señor Sonorus, MC

A booming man with a booming voice. As an action, can stun everyone for a round by yelling. Wants funding to take **Bloodring** private. Slinky secretary, **Karen**, is uncomfortably possessive.

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Created for *Into The Odd* by Chris McDowall.  
By Ian McDougall.



A natural consequence of bad ideas.

# Bloodring

Calendar	
M	Fights
T	Lectures
W	Fights
Th	Theater
F	Games
S	Fights
☉	Sermon

Events (1d20)	
1	Execution
2	Holiday
3	Weather
4	Investors
5	Reenactment
6+	Nothing

Opportunity each morning to train with **Prox**. Free gladiators also train there.

Each day, roll **Events** to see if anything preempts the **Calendar**. Determine combatants at random, and if no player characters are selected, determine outcomes and *Mutilations* at random also.

Fights begin with animal hunts, then three combats, each winner continuing to the next. First blood goes to the highest successful Dex check. Fights continue until *Critical Damage* is dealt. Firearms are forbidden.

## Gladiators

**Glaiye**, Slave, Mute. Debt: 4g. Wins: ### Str 11, Dex 17, Wil 13, 6 HP. Staff (d8).

**Falx**, Slave, Warrior. Debt: 12g. Wins: ### Str 12, Dex 15, Wil 9, 6 HP. Sword (d6). *Armor 1.*

**Example: Alice** (3 wins) fights **Bob** (2 wins). **Carol** bets 100s on **Alice**. If **Alice** wins, **Carol** gets 166s (2/3\*100s+100s). If **Bob** wins, **Carol** loses her stake. Had she bet on **Bob**, she would get 250s (3/2\*100s+100s).

**Rhomphaia**, Slave, Gambler. Debt: 28g. Wins: | Str 12, Dex 12, Wil 7, 1 HP. Mace (d6). *Armor 1.*

**Corseque**, Former slave. Wins: ### ### ### ### Str 17, Dex 14, Wil 9, 4 HP. Trident (d6). Net (dis-arm opponent with Dex check).

**Dolore**, Self-destructive noble. Wins: ||| Str 13, Dex 8, Wil 13, 5 HP. Rapier (d8).

**Sibat**, Fights to fund revolutions. Wins: ### Str 17, Dex 9, Wil 12, 3 HP. Glaive (d8). *Armor 1.*

# Rev. Carbine

Deathly boring millenarian. Preaches Sundays. First investor in **Bloodring**. Knows the secret of **The First Prisoner**.

# The First Prisoner

**Bloodring** is an ancient prison. When d1000 more Str damage is dealt in **Bloodring**, **The First Prisoner** will be strong enough to break free, destroying the structure. Only **Rev. Carbine** knows this, but there are clues beneath the **Hypogeum**.

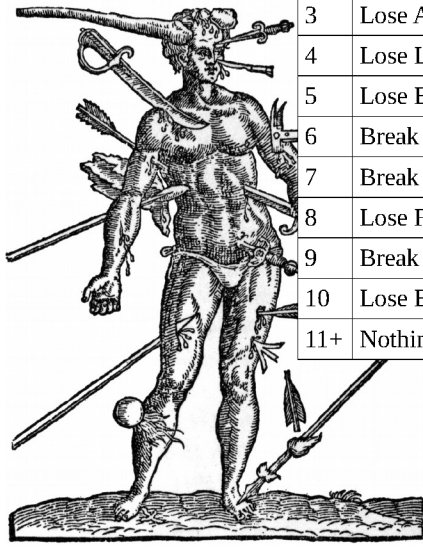
Str 20, HP 20. Smash (d12). Fights as a *Detachment*. Hates architecture.

# Dr. DeAath

Actually a very good doctor. Under his care, you can take a “medium rest” of 24 hours to restore one *Ability Score*, cure one ailment, or prevent one *Mutilation*. Lectures on natural sciences every Thursday. Sells corpses to a local **Necromancer**.

# Mutilations

*Critical Damage* in **Bloodring** forces a roll on the *Mutilations* table.



Mutilations (1d20)	
1	Death
2	Roll twice
3	Lose Arm
4	Lose Leg
5	Lose Eye
6	Break Arm
7	Break Leg
8	Lose Finger
9	Break Nose
10	Lose Ear
11+	Nothing

## J1n-J8n

Eight cruel clones with joined minds guard the prisoners and slaves. Drowsy. Loyal. Desperate to find **Jon**, the eldest.

# Hypogeum

Str 10, Dex 10, Wil 10, 10HP. +1 to each stat for each other **J\*n** nearby. Whip (d8).

**Hypogeum** attracts the **J\*ns** (two on duty, one additional each round after a minute). Other things lie deep beneath, unknown to current management.

# Prox, Weaponeer

**Prox** keeps prisoners' things in the armory. Hand Weapons, Field Weapons, and Shield *Armor* are available for gladiators. **Prox** teaches how to fight to impress the audience (by taking disadvantage on damage).

# Supertans

After a winning streak of three or more combats, gladiators gain 1d4 **Supertans**. **Mx. Moneybags** sneaks them into the **Hypogeum** at night for in-person meetings, while the **J\*ns** are dozing. They can smuggle small items, carry messages, etc.

## Mx. Moneybags, Bookie

Androgynous Monopoly mascot. Fingers in pies. other odds are proportional to the ratio of wins.