

Arena of Blood

Campaign Setting & Details

Welcome to the Arena of Blood, slave. May your battles be bloody, and your death swift.

"You awaken from the darkness. Overhead the sun bores blindingly into your eyes, washing the world with a white glare. The ground vibrates with the roaring of a hundred people, cheering and cajoling.

Gingerly you roll onto your hands and knees. You feel weak, a dry cough escaping your parched throat. Muscles crying in agony, you struggle to your feet.

Several partly armoured warriors stand on the sand ahead of you, battered tridents and swords in hand. Around you a handful of other figures struggle to their feet, naked from head to toe.

Somewhere above a horn sounds and a voice calls out. 'Let the games begin!' The warriors salute sharply, viciously grinning as they turn to you and the other naked figures. Glistening with the dried blood of a thousand battles, they advance."

Game Setting

You are a slave, forced to fight in the arena. Ambushed while travelling you were knocked unconscious, stripped, and dumped into this god-forsaken hellhole. Pitted against wave after wave of monsters, fighters, and beasts, there are only two ways to escape – victory or death.

Set in a classic gladiatorial arena, you are playing characters that are forced to fight in deadly combat for the amusement of the crowd. Each night you are locked up in the cells, held fast in chains and iron, come the morning you will be walked once again to the armoury, given arms, and sent to fight once again.

How do you win? It is said that those who fight their way into the upper echelons of the arena are eventually given a chance for their freedom. Others try to escape their cells and flee. Some try to worm their way out through words and favours with the guards. Most escape in the only sure way to leave – death.

Will you manage to escape the arena, or will you join the ranks of the forgotten dead? Victory or death, the choice is yours.

Character Generation

- ❖ 5th Level Character
- ❖ Core Rulebook classes, characters, & feats (GM approval for any exceptions)
- ❖ High Fantasy
- ❖ Two traits (assigned from answers to Q&A below)
- ❖ 0 Gold, no equipment
- ❖ Portrait & short backstory

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Character Q&A Sheet

Answer these questions to help form your character and their role in the campaign.

Q1) What is your character name, race, and class?

Q2) Where were you born?

Q3) You keep moving from place to place. Why are you on the run?

Q4) You bear the scar of a serious wound. Where is it?

Q5) When you think of happier times, you think of?

Q6) If there is only one person who will miss you, who are they?

Q7) Subservience or suffering?

Q8) Personal gain or personal sacrifice?

Q9) Glory or honour?

Q10) Victory or death?