

QUESTLINE

MONTHLY

GLORY OF THE ARENA

A Coliseum Themed Supplement

FREE VERSION

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5TH EDITION SUPPLEMENT

GLORY OF THE ARENA

A COLISEUM THEMED SUPPLEMENT

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Hello, my name is Carson and I am the sole creator and writer behind Questline. Nearly eight years ago I first discovered Dungeons & Dragons and it has been a creative outlet for me ever since. I found myself constantly weaving story elements together to create plots and situations that I thought players and DM's alike would enjoy. So years later here I am, my passion for D&D is stronger than ever and I spend much of my free time writing homebrew for Questline! My dream is to one day turn my passion for writing and creation into a career, and you are helping me to do just that. So thank you, I greatly appreciate your support!

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CREDITS & THANKS

This supplement wouldn't have been possible without the help of several talented and dedicated individuals, who collaborated with me to make this supplement a reality. Please, take a moment to acknowledge the work of everyone who contributed their time and effort. I want to send a special thanks to each of you for helping me finish this quest.

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CONTENT OVERVIEW

Issues of Questline Monthly will contain a unique fantasy setting built around enthralling lore, enriched with enticing locations, and populated with engaging characters and imaginative monsters. Give Game Masters a foundation to create new adventures or to influence their existing world. And give players access to irresistible new player options, extraordinary new spells, and thrilling items. Where will your quest take you?

INTEGRATION

Ascendeum can be seamlessly integrated into your current campaign setting, allowing players to continue their adventure in a coliseum and player versus player-themed setting so they can gain experience, upgrade equipment, or take a break from their current objectives. You can place the City of Strife wherever you see fit, preferably in a populated area where combat sport is enjoyed as a form of entertainment.

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ASCENDEUM THE CROWNING COLISEUM



LORE

ASCENDEUM, THE CROWING COLISEUM

CASTE SYSTEM
THE CROWNED SEVEN
ORGANIZERS

ASCENDEUM, THE CROWNING COLISEUM

The City of Strife is home to Ascendium, the Crowning Coliseum. This arena attracts those with a competitors mindset to its gates. Here, adventurers struggle to rise above their adversaries within Ascendium and claim their spot as rulers of the city. The seven most skilled competitors are Crowned and act as the governing body over the city itself. Around Ascendium the City of Strife formed, growing outwards from the coliseum as thousands flocked to compete in hopes of achieving wealth, fame, and glory.

CASTE SYSTEM

The City of Strife follows a strict caste system. Your caste group is chosen based on your ranking within the Coliseum and determines your social status in the city. Those who do not compete are in the lowest caste and are closer to labor slaves than free citizens. Those with success in the Coliseum are well rewarded and are seen as celebrities among the population. Lastly, those who climb to the highest rank in the caste system can challenge the Crowned, and risk their life for a chance to replace them as a ruler of the City of Strife.

THE CROWNED SEVEN

Crowned is the title given to the top seven Champions of Ascendium. Each Crowned has more than proved themselves in the arena and earned the right to rule over the City of Strife. The Crowned Seven no longer need to fight in Ascendium to retain their ranking. Instead, they assist the Organizers in managing events, establishing order, and keeping the peace, by force if necessary.

The Day of Challenging comes once a year. On this day, Champions may challenge one of the Crowned. The highest-rated Champion can choose who they wish to face. Each Crowned can only be chosen once, and if defeated they must give up their position and return to the rank of Champion. However, if the Champion is defeated, they can never again challenge the Crowned they were bested by.

ORGANIZERS

The Organizers are a small group of individuals whose responsibility is to schedule and manage the dozens of events that take place in Ascendium each day. These individuals are carefully chosen by the current Crowned to fulfill this important duty. When a new Champion becomes Crowned, they must select a number of Organizers to work on their behalf. Even though these Organizers are chosen by each of the Crowned, they work together in unison to fluidly conduct events within Ascendium and track each combatant's Ascendium Marks.

The Organizers are extremely revered for their role with Ascendium and their connection to the Crowned Seven. Attempting to intimidate, push around, or argue with an Organizer is the quickest way for a competitor to be deranked and ostracized by society. Those who attempt to physically harm an Organizer are often sentenced to death or exiled from the City of Strife by one of the Crowned Seven.



LAWS OF ASCENDEUM



RANKING OF WARRIORS

ASCENSION MARKS

RANKS

VICTORY

DEFEAT

COMBATANT RULES

SCHEDULING AN EVENT

FIGHTING IN ASCENDEUM

CITY OF STRIFE LAWS

EVENT TYPES

CHALLENGE

COMPETITION

SKILL

TRIAL

RANKING OF WARRIORS

For competitors to begin their ascension, the process of climbing the ranks, they must first register with the Organizers at the gates of Ascendium. Everyone who has yet to compete in Ascendium must begin their ascension as Unranked, regardless of one's previous achievements, nobility, or wealth. Ascendium offers all who seek glory an equal opportunity to rise through the ranks. Upon filling out the competitor sheet, newly registered competitors are bestowed with a dog tag-like plate, stamped with the Ascendium logo.

Competitors are identified by the rank officially assigned to them by the Organizers. A competitor's rank is recognized by the material used in one's licensed tag. The material for the tag is made depending on one's rank within the coliseum. So citizens of the City of Strife can identify individuals and discern their caste. All newly registered competitors of Ascendium start with a porcelain tag, indicating the lowest status of Unranked. As a competitor's rank changes, so do the material of their tag. If a combatant loses their tag, they can obtain another from the Organizers. However, if a combatant loses their tag they may be punished by paying a fee or losing Ascension Marks.

ASCENSION MARKS

A competitor can sign up to compete alone or with a team in one of the two event categories; Challenge or Trial. A competitor who is victorious in the coliseum will be awarded Ascension Marks by the Organizers which collectively represent one's ranking. These marks are not physical tokens but points recorded within the Organizers records. The more Ascension Marks a competitor obtains, the higher their ranking. However, if a competitor is defeated during an event they will lose Ascension Marks and their ranking could lower. The ranks of a competitor ascend from Unranked to Champion. Champions are then able to challenge the Crowned for a chance to take their place as ruler of Ascendium on the Day of Challenging.

RANKS

Combatants' rank in Ascendium determines their caste group within the City of Strife. Each citizen in the City of Strife must have their tag readily available to be presented to others who wish to discern their rank. Each subsequent rank is harder to achieve and comes with its own benefits and prestige. The ranks of Ascendium from lowest to highest are Unranked, Bronze, Silver, Gold, Platinum, Champion, and Crowned.

AURROK, KING OF CHAMPIONS



VICTORY

Combatants that are victorious in Ascendeum will gain both Ascension Marks to continue their ascension and pay. The quantity of these rewards depends on the ranking of the combatant.

REWARD

Rank	Ascension Marks	Pay
Unranked	+5	50sp
Bronze	+10	1gp
Silver	+10	10gp
Gold	+25	100gp
Platinum	+25	1,000gp
Champion	+50	10,000gp



DEFEAT

Combatants that are defeated in Ascendeum will lose Ascension Marks, slowing their ascension, and receive no pay. The amount of Ascension Marks lost depends on the ranking of the combatant.

PENALTY

Rank	Ascension Marks
Unranked	-10
Bronze	-15
Silver	-15
Gold	-40
Platinum	-40
Champion	-100



EVENT TYPES

Combatants can sign up to compete alone or with a team in one of the two event categories; Challenge or Trial. Events are scheduled randomly by the Organizers, however, combatants can challenge another combatant. Below you can find information on how each of the four event types can be run and examples of each event. Game Masters can use this information to run these events in their games or as guidelines to create their events for each event type.

CHALLENGES

Challenge events place two individuals or teams of combatants against each other. Challenge events end when one party is fully defeated and unable to fight. These events are not usually fought to the death unless both parties agree before the event to do so. Teams are most commonly formed in groups of five. But, teams of two, three, and four are also accepted. Challenge events follow the standard Ascendium laws unless restrictions are specified before the event. There are several variants to the base challenge event which are detailed below:

CAPTURE THE FLAG

In this challenge variant, two flag poles are positioned on opposite sides of the coliseum, one for each team. This event is won when a team can retrieve the opposing side's flag and return it to their flagstaff on their side of the coliseum.

FREE FOR ALL

In this challenge variant, multiple individuals can compete in a chaotic battle until one stands victorious. This variant is great when multiple individuals want to fight each other.

KING OF THE HILL

In this challenge variant, the middle of the coliseum is labeled the "Hill". A combatant team earns one point for each round of combat they stand inside the "Hill" without opposition from the opposing team. This event is won when a team earns 5 points.

PROTECT THE NOBLE

In this challenge variant, one combatant on each team is chosen to play the role of "Noble". This event is won when the opposing team's "Noble" is knocked unconscious or killed. Combatants must be strategic to attack the enemy team's "Noble" while defending their own.

RESTRICTION

In this challenge event, combatants can apply restrictions to the challenge event. Restrictions can also be applied in tandem with other challenge variants. Examples of restrictions include but aren't limited to:

- No potions, scrolls, or consumables
- No healing
- No magic items
- Unarmed strikes only
- No allied creatures





CERBERUS FROM THE HELLFIRE TRIALS

TRIALS

Trial events place a team of five combatants against waves of creatures.

TRIAL EVENT SUB-RULES

The standard rules of Ascendeum still apply to Trial events. However, combatants must also follow these additional rules when competing in this event type.

- Only a team of five combatants can compete in Trial events.
- All Trial events are fought to the **death**.
- Trial events occur in three rounds.
- Combatants will receive an hour in between rounds to have a *Short Rest*. But, must continue to the next round after the hour or forfeit. Combatants are unable to leave the designated resting area during the time and cannot gain the benefits of a *Long Rest*.
- All combatants are considered victorious if at least one teammate survives the third and final round of a Trial.
- Combatants can only attempt a Trial if they are in the required rank.
- Combatants can only attempt a Trial once a month.
- Once a Trial has been completed and a combatant is awarded a cup, the Trial cannot be completed again.

ASCENDEUM TRIALS

Rank	Trial
Bronze	Mecha Trials
Silver	Ancient Trials
Gold	Riptide Trials
Platinum	Undying Trials
Champion	Hellfire Trials

TRIAL REWARDS

The rewards for being victorious in Trial events differ from other event types because the threat of death is always prevalent in this event. In Trial events, each combatant on the winning team is awarded three times the amount of Ascension Marks and gold. Combatants are also awarded a trophy cup when completing a trial, as well as an increased chance of obtaining sponsorship from a business, guild, or outside faction.

Rank	Rewards
Bronze	30 Ascension Marks and 3gp
Silver	30 Ascension Marks and 30gp
Gold	75 Ascension Marks and 300gp
Platinum	75 Ascension Marks and 3,000gp
Champion	150 Ascension Marks and 30,000gp

PLACES OF INTEREST

ASCENDEUM, THE CROWNING COLISEUM

MAGICAL TERRAIN
ARENA TRAPS

ASCENDEUM

THE CROWNING COLISEUM

The Crowning Coliseum is where each citizen in the City of Strife must fight to find their place in this warrior society. Ascendeum is a vast, open, flat dust and gravel field. A sheer limestone wall comprised of huge blocks wraps around the arena stretching upward 30 feet. On opposite sides of the coliseum are identical metal doors used to enter the battlefield. Four 30-foot tall stone pillars are symmetrically spaced around a metal grate in the center of the coliseum. The outer border of the coliseum is also lined with metal grates, which are used to release smoke, flames, and gasses into the arena.

Citizens in the City of Strife can pay a small fee to enter the coliseum and spectate their favorite champion. Above the limestone wall, dozens of rows of seats surround the field. Eight entrances lead into the stands allowing spectators to view events from any angle they wish. On the southern side, announcers take their place on a platform that overlooks the coliseum to commentate and entertain the masses.

A transparent magical barrier shields spectators from the chaos below them. This barrier forms a dome above the battlefield that is 60 feet high at its vertex. When touched, the disturbed area creates a heat mirage-like distortion and a painless force repels creatures, projectiles, and magic from passing through.

MAGICAL TERRAIN

Ascendeum's standard field can be magically altered to exhibit different terrain. The arena can be flooded for aquatic battles, dense foliage can sprout from the floor, flames can roar from the metal grates, and more. The limits of these modifications are not limited to these examples.

ARENA TRAPS

Just as the arena's terrain can be modified, traps can also be integrated into the battlefield. Sleeping gas, steam, smoke, or flames can billow from the metal grates throughout the arena. Traps can be chosen by Organizers before the event, and on special occasions, even spectators can be chosen to select which traps they'd like to activate.

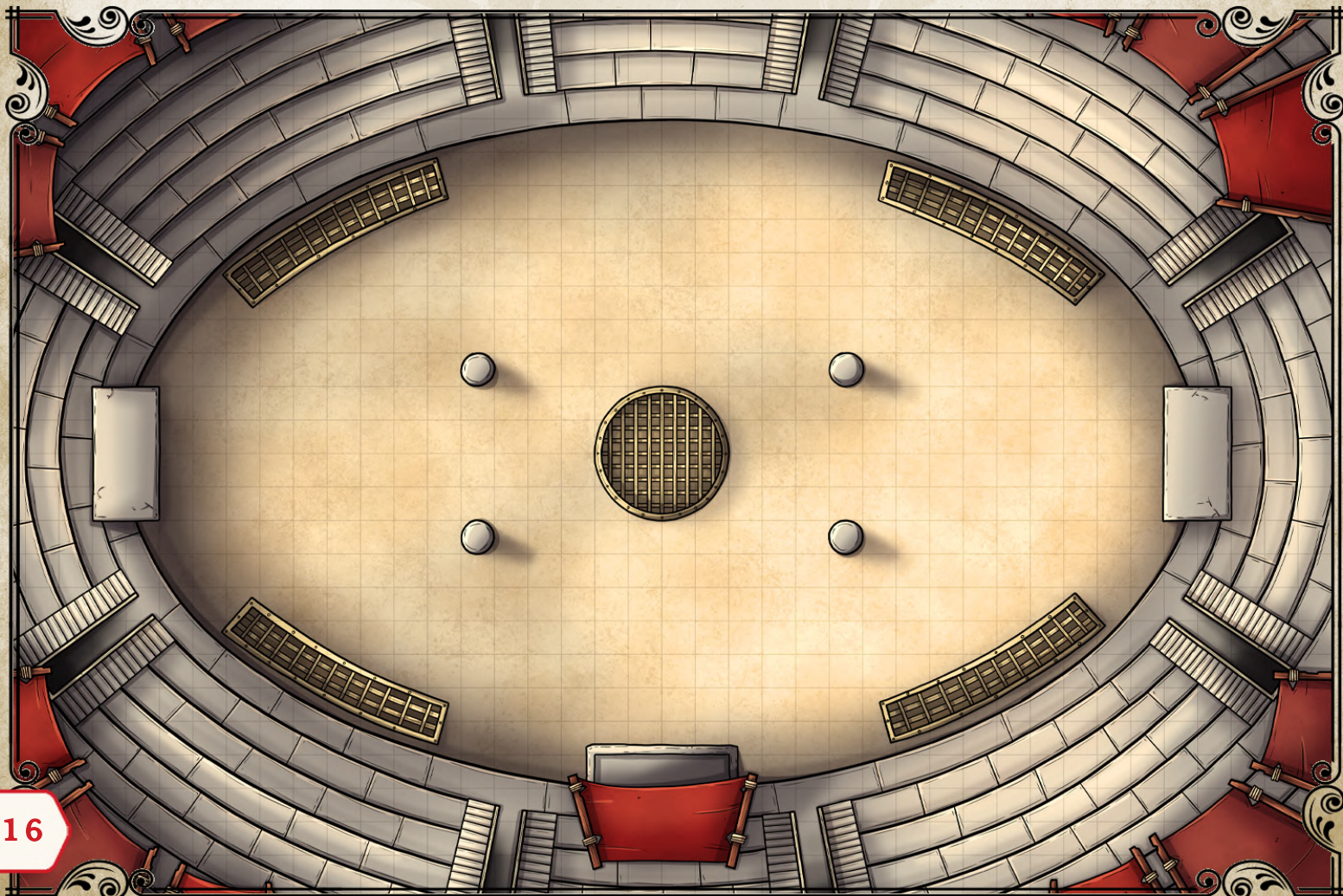
ASCENDEUM MUSIC LINKS

[Enter the Arena by Michael Ghelfi Studios](#)

[Arena Fight | Medieval Ambience by Michael Ghelfi Studios](#)

[Welcome to the Arena by Travis Savoie](#)

ASCENDEUM BATTLE MAP BY: DUNGEONÆ

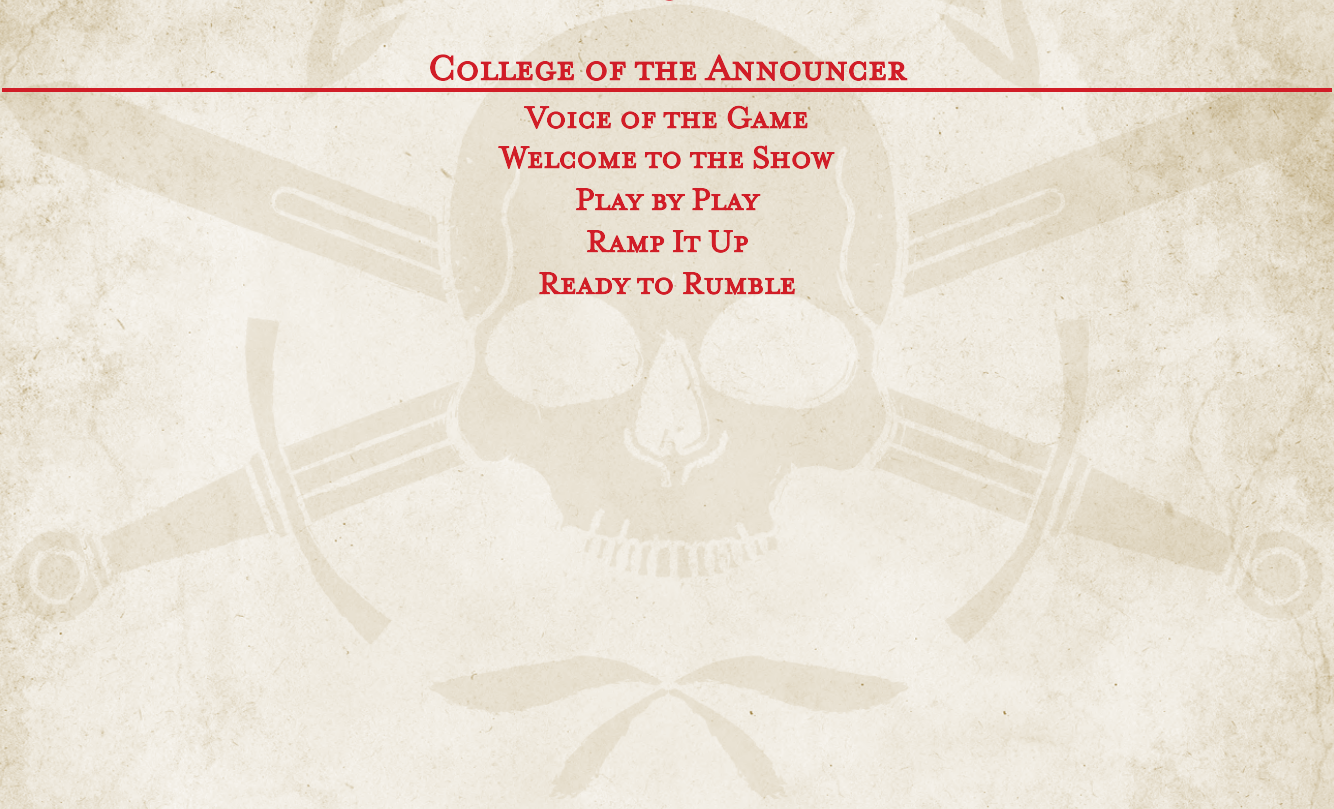


PLAYER OPTIONS



COLLEGE OF THE ANNOUNCER

VOICE OF THE GAME
WELCOME TO THE SHOW
PLAY BY PLAY
RAMP IT UP
READY TO RUMBLE



BARD COLLEGE: THE ANNOUNCER

“He roared with glee. For a moment, the heart of the arena pulsed in time with his, and the excitement of the assembled masses was clutched in his triumphant hand.”

While the path of most bards might lead them to spend years honing their knowledge of history, or perhaps studying the blade, a select few choose to instead refine their ability with the most basic instrument of all: **their voice**. Known for their articulateness and capacity to describe the events of a fast-moving contest, bards of this unique breed use their turn of phrase to incite the masses in bloody arenas, bringing the paraphrased reality of the situation straight to their ears while their eyes feast on the action. Masters of wit and charm, lords of presence, and igniters of fervor, Announcers are the lifeblood of any stadium; capable of turning even the tiniest back-alley brawl into a spectacle for the ages.

It's a dream for many announcers to get an opportunity to commentate on an event in Ascendeum. So bards who studied at the College of the Announcer have flocked to the City of Strife. Unranked and Bronze ranked events occur daily, and many bards fight amongst themselves to announce these events in hopes their talents will be recognized. Bards are often selected by Organizers for Silver and Gold ranked events. While the most popular announcers are highly compensated to commentate on Platinum or Champion-ranked events.

VOICE OF THE GAME

“Ladiiiies and Gentlefolk!”

When you adopt this bardic college at 3rd level, you gain proficiency in the Performance and Perception skills.

If you are already proficient in both these skills, you may gain expertise with one of them instead (does not stack with similar features). Additionally, you learn the *Thaumaturgy* cantrip and may cast it on yourself as a bonus action.

WELCOME TO THE SHOW

“Let's get readyyyyyy to rumbleeeee!”

At 3rd level, every battlefield becomes your stadium. Whenever you roll for initiative, you can choose to commence your **Battle Commentary**, lasting for the next minute and covering a range of 60 feet. For the duration of this feature, whenever an allied creature within range scores a critical hit, or a hostile creature rolls a 1 on a d20, you boastfully announce the event, regaining one Bardic Inspiration die. Your commentary ends if you are reduced to 0 hit points or made unconscious by any means.

Once you've used this feature, you can't use it again until you finish a long rest. Starting from 10th level, you may use it once per short or long rest.

AN ANNOUNCER OF ASCENDEUM



PLAY BY PLAY

"Not even Xanathar would have seen that coming!"

At 3rd level, while your Battle Commentary lasts, you may use your reaction and expend one Bardic Inspiration die to remark on specific events that take place during combat, generating different effects depending on what you pronounce:

- **"Ooh baby, that's a knockout!"** - You or an ally within range reduces a creature to 0 hit points. The target restores a number of hit points equal to your Bardic Inspiration die roll, and gains a bonus to their next attack roll equal to your Charisma modifier.
- **"Straight into the mix!"** - An ally within range uses up all of their movement. Until the start of your next turn, they gain a bonus to their AC equal to your Charisma modifier.
- **"And BOOM goes the fireball!"** - An ally within range casts an area-of-effect spell. Until the start of this ally's next turn, you and all other allies within range have your speed increased by 10 feet.
- **"What a hit, ladies and gentleman!"** - A creature within range makes an attack roll of 15 or higher. Until the end of their next turn, they gain a bonus to attack rolls equal to your Bardic Inspiration die roll.
- **"A bold move from our deadly foe!"** - An ally within range is reduced to 0 hit points. Until the start of your next turn, any attacks against them are made with disadvantage.
- **"Phew, I got scared back there!"** - An ally within range regains consciousness after being reduced to 0 hit points. The next time they restore any amount of hit points, they gain a bonus to one of the healing rolls equal to your Bardic Inspiration die roll + your Charisma modifier.
- **"And from the shadows, they STRIKE!"** - An ally within range succeeds on an attack roll made with advantage. They gain advantage on the next attack roll, ability check or saving throw they make until the end of their next turn.
- **"Could this be part of a new strategy?"** - An ally within range uses the Ready action. They have advantage on the next attack roll or ability check they make. If they roll a number equal to or lower than 10, they can roll your Bardic Inspiration die and add it to the result.
- **"This is gonna be one hell of a show!"** - An ally within range casts a spell that targets friendly creatures. All allies within range gain a bonus to the next saving throw they make equal to your Charisma modifier.
- **"Couldn't hit a cow's backside with a lute!"** - A creature within range misses you or one of your allies with a melee attack. They take psychic damage equal to your Bardic Inspiration die roll, and must subtract your Charisma modifier from their next attack roll.
- **"Now That's A Lotta Damage!"** - A creature within range takes an amount of damage equal to or higher than 30 in the same turn. They cannot restore hit points until the end of their next turn.

- **"There is no way that just happened!"** - A hostile creature within range uses a legendary action. They have disadvantage on the next attack roll, ability check or saving throw they make until the end of their next turn. If they roll a number equal to or higher than 15, they must roll your Bardic Inspiration die and subtract it from the result.
- **"Woah, that came outta nowhere!"** - You or an ally within range succeeds on a saving throw to take half damage from an area effect. Until the start of the target's next turn, you and all allies within range have advantage on saving throws to resist the effects of the next spell cast by a hostile creature.
- **"It's like watching a carriage wreck!"** - A creature within range rolls a 5 or lower on a d20. They must roll your Bardic Inspiration die and subtract it from the next ability check, attack roll, or saving throw they make.
- **"Ooh, that's gotta sting!"** - A creature within range takes damage from a critical hit. They gain vulnerability to the triggering damage type, as well as psychic damage, until the start of their next turn. If the affected creature has resistance to one of those damage types, they lose their resistance instead.
- **"It's a game of attrition tonight, folks!"** - A total of 8 rounds pass since the start of combat. A number of allies of your choice equal to half your proficiency bonus (rounded up) regain one or more spell slots of a combined level equal to half your Charisma modifier (rounded up).
- **"This team needs a miracle right now!"** - Two or more allied creatures are reduced to 0 hit points or made unconscious at the same time. All allies within range have advantage on death saving throws until the end of your Battle Commentary.
- **"Now that's what I call MAGIC!"** - You or an ally within range casts a spell of 5th level or higher. All hostile creatures within range have disadvantage on saving throws made to resist the effects of the next spell cast by an allied creature.
- **"Make no mistake folks, this is in the bag!"** - Three or more hostile creatures are reduced to 0 hit points or become unconscious. All allies within range gain a bonus to the next attack roll or ability check they make equal to your Charisma modifier.
- **"It's not over till the Fat Lady sings!"** - You are reduced to less than a third of your hit point maximum. You gain a number of temporary hit points equal to your Bardic Inspiration die roll + your Charisma modifier + your proficiency bonus. These hit points fade after 5 rounds.

Each commentary option can only be used once per combat, and the affected creatures must be able to hear you in order to gain the specified effects. You cannot comment on events which you aren't able to see.

RAMP IT UP

"This fight is about to explode!"

At 6th level, your spirit rises with the sounds of battle:

- Whenever you make a critical announcement, a number of allies of your choice equal to your proficiency bonus gain a number of temporary hit points equal to 1d4 + your Charisma modifier. They must be able to hear you in order to gain these hit points, which fade after 5 rounds.
- While your Battle Commentary lasts, as a bonus action on your turn, you can expend 1 hit die to regain 1 Bardic Inspiration die. This can be done a number of times per use of *Welcome to the Show* equal to your proficiency bonus, and only when you have no remaining uses of *Bardic Inspiration* left.
- While you are under the effects of *Thaumaturgy*, you can use the Help action with a range of 60 feet. The assisted creature must be able to hear you in order to gain the respective benefits.

READY TO RUMBLE

"It's the moment you've all been waiting for!"

At 14th level, your words are powerful enough to shape the course of a war:

- While you are under the effects of *Thaumaturgy*, your voice is audible out to 300 feet, and you can take the Help action as a bonus action on your turn.
- While your Battle Commentary lasts, if you take the Help action as your main action, up to 3 allies of your choice within range may gain the respective benefits.

NOTE:

If you feel that 20 "Play by Play" options is too much to handle during a battle, you can add the following snippet to the feature's description:

You learn 5 commentary options at 3rd level, and an additional one at 6th, 9th, 12th, 15th and 18th level. When adhering by this optional rule, the 'once per combat' limitation on each commentary option is not applied.


ANNOUNCER COMMENTATING AN EVENT



COMMENTARY OPTIONS TABLE

Remark	Trigger	Effect
<i>"Ooh baby, that's a knockout!"</i>	You or an ally within range reduces a creature to 0 hit points.	The target restores a number of hit points equal to your Bardic Inspiration die roll, and gains a bonus to their next attack roll equal to your Charisma modifier.
<i>"Straight into the mix!"</i>	An ally within range uses up all of their movement.	Until the start of your next turn, they gain a bonus to their AC equal to your Charisma modifier.
<i>"And BOOM goes the fireball!"</i>	An ally within range casts an area-of-effect spell.	Until the start of this ally's next turn, you and all other allies within range have your speed increased by 10 feet.
<i>"What a hit, ladies and gentleman!"</i>	A creature within range makes an attack roll of 15 or higher.	Until the end of their next turn, they gain a bonus to attack rolls equal to your Bardic Inspiration die roll.
<i>"A bold move from our deadly foe!"</i>	An ally within range is reduced to 0 hit points.	Until the start of your next turn, any attacks against them are made with disadvantage.
<i>"Phew, I got scared back there!"</i>	An ally within range regains consciousness after being reduced to 0 hit points.	The next time they restore any amount of hit points, they gain a bonus to one of the healing rolls equal to your Bardic Inspiration die roll + your Charisma modifier.
<i>"And from the shadows, they STRIKE!"</i>	An ally within range succeeds on an attack roll made with advantage.	They gain advantage on the next attack roll, ability check or saving throw they make until the end of their next turn.
<i>"Could this be part of a new strategy?"</i>	An ally within range uses the Ready action.	They have advantage on the next attack roll or ability check they make. If they roll a number equal to or lower than 10, they can roll your Bardic Inspiration die and add it to the result.
<i>"This is gonna be one hell of a show!"</i>	An ally within range casts a spell that targets friendly creatures.	All allies within range gain a bonus to the next saving throw they make equal to your Charisma modifier.
<i>"Couldn't hit a cow's backside with a lute!"</i>	A creature within range misses you or one of your allies with a melee attack.	They take psychic damage equal to your Bardic Inspiration die roll, and must subtract your Charisma modifier from their next attack roll.
<i>"Now That's A Lotta Damage!"</i>	A creature within range takes 30 or more damage in the same turn.	The target cannot restore hit points until the end of their next turn.
<i>"There's no way that just happened!"</i>	A hostile creature within range uses a legendary action.	It has disadvantage on the next attack roll, ability check or saving throw it makes until the end of its next turn. If it rolls a 15 or higher, it must roll your Bardic Inspiration die and subtract it from the result.
<i>"Woah, that came outta nowhere!"</i>	You or an ally within range succeeds on a saving throw to dodge an area effect.	Until the start of the target's next turn, you and all allies within range have advantage on saving throws to resist the effects of the next spell cast by a hostile creature.
<i>"It's like watching a carriage wreck!"</i>	A creature within range rolls a 5 or lower on a d20.	They must roll your Bardic Inspiration die and subtract it from the next ability check, attack roll, or saving throw they make.
<i>"Ooh, that's gotta sting!"</i>	A creature within range takes damage from a critical hit.	It gains vulnerability to the triggering damage type, as well as psychic damage, until the start of its next turn. If it has resistance to one of those damage types, it loses its resistance instead.
<i>"Looks like it's a game of attrition tonight, folks!"</i>	A total of 8 rounds pass since the start of combat.	A number of allies of your choice equal to half your proficiency bonus (rounded up) regain one or more spell slots of a combined level equal to half your Charisma modifier (rounded up).
<i>"This team needs a miracle right now!"</i>	Two or more allied creatures are reduced to 0 hit points or made unconscious at the same time.	All allies within range have advantage on death saving throws until the end of your Battle Commentary.
<i>"Now that's what I call MAGIC!"</i>	You or an ally within range casts a spell of 5th level or higher.	All hostile creatures within range have disadvantage on saving throws made to resist the effects of the next spell cast by an ally.
<i>"Make no mistake, this is in the bag!"</i>	Three or more hostile creatures are reduced to 0 hit points or become unconscious.	All allies within range gain a bonus to the next attack roll or ability check they make equal to your Charisma modifier.
<i>"It's not over till the Fat Lady sings!"</i>	You are reduced to less than a third of your hit point maximum.	You gain a number of temporary hit points equal to your Bardic Inspiration die roll + your Charisma modifier + your proficiency bonus. These hit points fade after 5 rounds.

COMBATANT TEAMS



RISING REJECTS
RED RIOT
CORPSE COUNCIL
FABLED FURY
UNCROWNED KINGS

RISING REJECTS

Rising Rejects is a team of individuals who are reviled among other societies, and came to the City of Strife to start anew. The gates of Ascendeum are open to all humanoids no matter their race or background. Everyone has an equal opportunity to make name for themselves in the City of Strife, all you must do is prove yourself in the arena. This team is comprised of a goblin, a pestus, a kobold, a lizardfolk, and a gnoll. Together they fight to earn respect from the other combatants and punish those who attempt to ridicule them.

Bronze Rank. Rising Rejects is a Bronze-ranked combatant team within Ascendeum.

RISING REJECTS MEMBERS

Name

1. Bhashk
2. Slugmug
3. Scak
4. Kov
5. Gnuon Dreckmaw



BHASHK

Small humanoid (lizardfolk), neutral

Armor Class 13 (Natural Armor)

Hit Points 32 (5d8 +5)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	10 (+0)	15 (+2)	8 (-1)

Skills Perception +4, Stealth +4, Survival +6

Senses passive Perception 14

Languages Draconic

Challenge 2 (450 XP)

Hold Breath. Bhashk can hold his breath for 15 minutes.

Spellcasting (Lizardman Form Only). Bhashk is a 5th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). Bhashk has the following druid spells prepared:

Cantrips (at will): *druidcraft, produce flame, thorn whip*

1st Level (4 slots): *entangle, fog cloud*

2nd Level (3 slots): *heat metal, spike growth*

3rd Level (2 slots): *conjure animals (reptiles only), plant growth*

Actions

Multiattack (Lizardman form only). Bhashk makes two attacks: one with his bite and one with his claws.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 7 (1d10 + 2) piercing damage in crocodile form. If Bhashk is in crocodile form and the target is a Large or smaller creature, the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and Bhashk can't bite another target. If Bhashk reverts to his true form, the grapple ends.

Claws (Lizardman Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Change Shape (Recharges after a Short or Long Rest). Bhashk magically polymorphs into a crocodile, remaining in that form for up to 1 hour. He can revert to his true form as a bonus action. His statistics, other than his size, are the same in each form. Any equipment he is wearing or carrying isn't transformed. Bhashk reverts to his true form if he dies.

RED RIOT

Red Riot is a group from the mercenary group known as **Red Wake**. They have traveled from the open seas to display their skills in Ascendeum. Red Wake is an infamous faction of mercenary pirates that offer their services to the highest bidder. Their numbers have grown to substantial sizes and now they are revered as an elite naval force whose reputation was built from blood. They have fought in many wars, enlisted by the richest nations to fight for their cause. Red Riot came to the City of Strife to advertise its abilities to the spectators of Ascendeum, and to increase the clientele of the Red Wake mercenaries.

Silver Rank. Red Riot is a Silver-ranked combatant team within Ascendeum.

RED RIOT MEMBERS

Name

1. Harper 'Squealer' Keic
2. Ainsley 'Butcher' Driscoll
3. Tower 'Mad Eyes' Trollope
4. Mona 'The Sparrow' Addington
5. Lindley 'Renegade' Camden



HARPER 'SQUEALER' KEIC

Medium humanoid (mountain dwarf), chaotic evil

Armor Class 16 (+1 Studded Leather)

Hit Points 36 (5d8 + 5)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	11 (+0)	13 (+1)	18 (+4)

Saving Throws DEX +5, CHA +6

Skills Acrobatics +5, Perception +3, Performance +6, Religion +2

Damage Resistances Poison

Senses Darkvision 60 ft., passive Perception 13

Languages Common, Dwarvish

Challenge 3 (700 XP)

Cutting Words. When a creature Harper can see within 60 feet makes an attack roll, ability check, or a damage roll, he can use his reaction to expend one of his uses of Bardic Inspiration and subtract it.

Dwarven Resilience. Harper has advantage on saves against being poisoned and resistance against poison damage.

Jack of All Trades. Harper gains a +1 bonus to any ability check that doesn't already include his proficiency bonus.

Song of Rest. Harper can use soothing music to give an extra 1d6 hit points to any friendly creatures who can hear him during a short rest.

Spellcasting. Harper is an 5th level bard. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). He knows the following bard spells:

Cantrips (at will): *friends*, *prestidigitation*, *vicious mockery*

1st level (4 slots): *charm person*, *comprehend languages*, *illusory script*, *speak with animals*

2nd level (3 slots): *detect thoughts*, *invisibility*

3rd level (2 slots): *clairvoyance*, *dispel magic*

Actions

Cutlass. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d6 + 3) piercing damage.

Flintlock. *Ranged Weapon Attack:* +5 to hit, range 30/90 ft., one creature. *Hit:* 8 (1d10 + 3) piercing damage.

Bonus Actions

Bardic Inspiration (4/Day). As a bonus action, Harper gives another creature within 60 feet a d8 to add to one ability check, attack roll, or saving throw it makes in the next 10 minutes.

TRIAL MONSTERS



MECHA TRIALS

JUNKYARD SCRAPPER
JUNKYARD BRAWLER
ARENA GOLEM

ANCIENT TRIALS

BLOOD RAPTOR
RAPTOR PACK ALPHA
DEVILSAUR

RIPTIDE TRIALS

MEGACONDA
THRESHADON
RIPTIDE CHIMERA

UNDYING TRIALS

BONETTAN
BONECRAWLER
BONEKNIGHT
BONELORD

HELLFIRE TRIALS

INFERNAL GLADIATOR
HELL KNIGHT
CERBERUS

MECHA TRIALS

Bronze Rank, 3rd Level Recommended

The Mecha Trials have Bronze combatants face off against constructs from the **Junkyard**. A city built using materials salvaged from Archelm Hold, a forsaken mechagnome city. Artificers, tinkers, and machinists repurpose the remains of hundreds of ancient constructs to act as the foundation of makeshift structures throughout the city. Constructs created by the inhabitants of the Junkyard are made from the recycled materials of Archelm Automatons. As a result, constructs built within the Junkyard often take on an appearance that resembles their surrounding. The amalgamation of mixed and matched metal components combined with crude assembly and low-quality materials results in these machines of scrap. These junkyard machines make perfect enemies for low-ranking combatants because they can be easily repaired or replaced if defeated.

Mecha Trial Traps. The mecha trial can be intensified for combatants by adding traps. Traps can be used as *Lair Actions* on initiative order 20. Traps for this trial event could include scalding steam, obscuring smoke, noxious fumes, and slick oil.

Trials Monsters

Round	Monster
1	Junkyard Scrapper (4)
2	Junkyard Brawler (1), Junkyard Scrapper (2)
3	Arena Golem (1)

ARENA GOLEM



MECHA CUP

JUNKYARD SCRAPPER

The junkyard scappers are the most numerous within the Junkyard. These clanky constructs take on various shapes and are loosely put together by whatever materials may be available within the Junkyard. These constructs are often destroyed as quickly as they are built. Their purposes vary from servants within the local tavern to being sold to the Organizers of Ascendeum to be pitted against low-ranking combatants.

JUNKYARD BRAWLER

The larger and more durable version of the scrapper is the brawler. This hefty construct is an improved version of the scrapper and was created primarily to be used as personal security. Although, these constructs are also seen fighting within The Pit. They are often pitted against Mecha-Knights and other tinkers who wish to put their creations through a more legitimate test.

ARENA GOLEM

A group of gladiators is led into an arena filled with mutilated corpses. They look at each other, trying to find a way to cooperate against whatever they will face. Drums and horns roar around them. The crowd cheers as a gate is opened and a huge construct made of fire giant bones and metal lumbers into the arena, mouth breathing fire and metallic spikes carmine with dried blood.

Gruesome Entertainment. Arena golems are built to satisfy the bloodlust of crowds in huge arenas. They are built for entertainment, not efficiency, which is why their actions may seem random to those fighting them.

ARENA GOLEM

Huge construct, unaligned

Armor Class 13 (Natural Armor)

Hit Points 94 (9d12 +36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	18 (+4)	5 (-3)	12 (+1)	12 (+1)

Skills Performance +4

Damage Immunities Poison, Psychic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Adamantine

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Darkvision 60 ft., passive Perception 11

Languages Understands Giant (Can't Speak)

Challenge 5 (1,800 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Legendary Resistance (3/Day). If the golem fails a saving throw, it can choose to succeed instead.

Actions

Carnage. The golem uses one of the following attacks (roll 1d8 or choose one); the golem can't use the same attack twice in a row.

1. Pummel. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage and the target must succeed in a DC 16 Strength saving throw or be knocked prone.

2. Cleave. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target or two targets within 5 feet of each other. Make a separate attack roll for each target. *Hit:* 17 (2d12 + 4) slashing damage.

3. Multiattack. The golem makes three hack attacks.

4. Charge. The golem moves up its speed, moving through every Medium or smaller creature in its way. Every creature it moves through takes 10 (3d6) bludgeoning damage and must succeed on a DC 16 Strength saving throw or be knocked prone.

5. Fire Burst. The golem opens its ribcage to release a burst of fire around it. Each creature within 10 feet of the golem must make a DC 13 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one. If a creature is grappled by the golem, that creature takes 10 (3d6) fire damage and the grapple ends.

6. Bellow. The golem lets out a loud metallic roar. Each creature of the golem's choice within 30 feet of the golem that can hear it must succeed on a DC 13 Wisdom saving throw or be frightened until the end of the golem's next turn.

7. Fire Breath. The golem exhales fire in a 30-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

8. Encage. The golem throws a creature into its ribcage, trapping it with chains. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one Medium or smaller creature. *Hit:* The creature is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the golem can't attack it or use this attack. Additionally, the grappled target takes 7 (2d6) fire damage at the start of each of its turns, as the fires churning inside the golem burn it.

Hack. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Legendary Actions

The golem can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The golem regains spent legendary actions at the start of its turn.

Hack. The golem makes a hack attack.

Punt. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one prone target. *Hit:* 14 (3d6 + 4) bludgeoning damage and the target is pushed up to 20 feet away from the golem.

Theatric Display. The golem rolls a d6 and adds the result to its AC against the next melee attack made against the golem.

UNDYING TRIALS

Platinum Rank, 12th Level Recommended

Hozhul the Keeper of Souls pitched his idea for the Undying Trials to the other Crowned members, with the catch that he could keep the souls of the combatants that were killed during this event. The Crowned Seven voted in favor of Hozhul's idea 4 to 3, and the Undying Trials were born. Hozhul tasked his Organizers with collecting skeletons from the **Great Catacombs** and has personally taken on the role of raising undead for the event.

Skeletons were chosen by Hozhul because they are relatively easy to acquire and imbue with necromantic energy. Whereas stronger undead typically can only be created within a certain time after death, skeletons can be reanimated years or even centuries after their death. Unlike other undead, skeletons only require a necromancer to bind the smallest essence of a dead spirit to bind to their will. Hozhul, being a master necromancer is more than capable of raising powerful undead to face off the combatants of Ascendeum.

Trials Monsters

Round	Monsters
1	bonetitan (3)
2	boneknight (3), bonetitan (2)
3	boneknight (2), bonelord (1)



UNDYING CUP

BONETITAN

Although bonetitans typically are made from the corpse of a large creature, some bonetitan are amalgamations of numerous skeletons at once. Their one and extremely terrifying characteristic is that upon destruction, these skeletons are known to split into numerous fragments which rise again as bonecrawlers.

BONECRAWLER

Bonecrawlers tend to be the smallest of all reanimated skeletons. They are often formed from a conglomeration of bones from smaller creatures while some variants are skeletal fragments of large creatures such as a giant or dragons.

BONEKNIGHT

Boneknights are a perfected version of the bonewalker. These skeletons almost resembled walking suits of bony armor. The reason for their appearance is that their otherwise fragile-looking appearance is reinforced by necromantic magic that fuses the bones to form its shell-like armor. Similarly, their bodies have bony weapons and shields fused to their limbs to make them the ultimate undead shock troop.

BONELORD

Bonelords are created similarly to a boneknight. However, this undead tends to possess uncanny intelligence that allows them to command other undead at the behest of their master. Due to the amount of necromantic magic imbued in them, they possess the ability to create more undead and even cast necromantic spells. These skeletons are much harder to create and tend to only be found under the influence of a lich or powerful necromancers.

BONELORD



BONETITAN

Large undead, lawful evil

Armor Class 18 (Natural Armor)

Hit Points 84 (8d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	20 (+5)	6 (-2)	8 (-1)	10 (+0)

Damage Vulnerabilities Bludgeoning

Damage Immunities Poison

Condition Immunities Exhausted, Poisoned

Senses Darkvision 60 Ft., passive Perception 9

Languages Understands All Languages It Spoke In Life But Can't Speak

Challenge 5 (100 XP)

Disassembly. When the bonetitan dies, it can spawn 4(1d6) bonecrawlers in an unoccupied spot within 10 feet of its location.

False Appearance. While motionless, the bonetitan is indistinguishable from a pile of bones

Life Sense. The bonetitan can pinpoint the location of a living creature within 120 feet of it.

Necrotic Fortitude. The bonetitan's hitpoint maximum cannot be reduced in any manner. Whenever the bonetitan takes necrotic damage, it can recover a number of hit points equal to the damage dealt instead.

Undead Fortitude. Upon dropping to 0 hitpoints, the bonetitan can make a Constitution saving throw with a DC equal to half the damage dealt (minimum 10). On a successful saving throw, the bonetitan regains 1 hit point instead. It cannot benefit from this feature if it took radiant damage or was turned on its previous turn.

Actions

Multiattack. The bonetitan makes two skeletal greatclub attacks.

Skeletal Greatclub. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Bone. *Ranged Weapon Attack:* +7 to hit, reach 60/240 ft., one target. *Hit:* 20 (3d10 + 4) bludgeoning damage.

BONECRAWLER

Small undead, lawful evil

Armor Class 14 (Natural Armor)

Hit Points 11 (2d6 + 4)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	10 (+0)

Damage Vulnerabilities Bludgeoning

Damage Immunities Poison

Condition Immunities Exhausted, Poisoned

Senses Darkvision 60 ft., passive Perception 9

Languages Understands All Languages It Spoke In Life But Can't Speak

Challenge 1/2 (100 XP)

False Appearance. While motionless, the bonecrawler is indistinguishable from a pile of bones.

Life Sense. The bonecrawler can pinpoint the location of a living creature within 60 feet of it.

Necrotic Fortitude. The bonecrawler's hit point maximum cannot be reduced in any manner. Whenever the bonecrawler takes necrotic damage, it can recover a number of hit points equal to the damage dealt instead.

Undead Fortitude. Upon dropping to 0 hitpoints, the bonecrawler can make a Constitution saving throw with a DC equal to half the damage dealt (minimum 10). On a successful saving throw, the bonecrawler regains 1 hitpoint instead. It cannot benefit from this feature if it took radiant damage or was turned on its previous turn.

Actions

Multiattack. The bonecrawler makes two skeletal spike attacks.

Skeletal Spike. *Melee Weapon Attack:* +4 to hit, 5 ft, one target. *Hit:* 5 (1d4 + 2) piercing damage

BONEKNIGHT

Medium undead, lawful evil

Armor Class 18 (Plate)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR 18 (+4) **DEX** 10 (+0) **CON** 17 (+3) **INT** 11 (+0) **WIS** 12 (+1) **CHA** 15 (+2)

Damage Vulnerabilities Bludgeoning
Damage Immunities Poison
Condition Immunities Exhausted, Poisoned
Senses Darkvision 60 Ft., passive Perception 11
Languages Understands All Languages It Spoke In Life But Can't Speak
Challenge 4 (1,100 XP)

Life Sense. The boneknight can pinpoint the location of a living creature within 120 feet of it.

Necrotic Fortitude. The boneknight's hit point maximum can't be reduced in any manner. Whenever the boneknight takes necrotic damage, it can recover a number of hit points equal to the damage dealt instead.

Spellcasting. The boneknight's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *chill touch*

3/day each: *bane*, *ray of sickness*

1/day: *darkness*

Undead Fortitude. Upon dropping to 0 hitpoints, the boneknight can make a Constitution saving throw with a DC equal to half the damage dealt (minimum 10). On a successful saving throw, the boneknight regains 1 hit point instead. It cannot benefit from this feature if it took radiant damage or was turned on its previous turn.

Actions

Multiattack. The boneknight makes two longsword attacks or two longbow attacks.

Skeletal Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 4) slashing damage plus 4 (1d8) necrotic damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, reach 150/600 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.



BONELORD

Large undead, lawful evil

Armor Class 18 (Plate)
Hit Points 204 (24d8 + 94)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	16 (+3)	17 (+3)	20 (+5)

Saving Throws CON +9, CHA +10
Skills Arcana +8, History +8
Damage Vulnerabilities Bludgeoning
Damage Immunities Poison
Condition Immunities Exhausted, Poisoned
Senses Darkvision 60 Ft., passive Perception 9
Languages Understands All Languages It Spoke In Life
But Can't Speak
Challenge 13 (100 XP)

False Appearance. While motionless, the bonetitan is indistinguishable from a pile of bones

Legendary Resistances (3/Day). If the bonelord fails a saving throw, it can choose to succeed. Upon using this feature, the bonelord can use its Command Undead feature.

Life Sense. The bonelord can pinpoint the location of a living creature within 120 feet of it.

Necrotic Fortitude. The bonelord's hit point maximum cannot be reduced in any manner. Whenever the bonetitan takes necrotic damage, it can recover a number of hit points equal to the damage dealt instead.

Spellcasting. The bone lord is a 16th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The bonelord has the following spells prepared

Cantrips: *chill touch, toll the dead*

1st Level (4 slots) *false life, inflict wounds*

2nd Level (3 slots) *ray of enfeeblement*

3rd Level (3 slots) *animate dead, fear, speak with dead, spirit guardians, summon undead*

4th Level (3 slots) *blight*

5th Level (2 slots) *negative energy flood*

6th Level (1 slot) *circle of death, create undead, eyebite, harm*

7th Level (1 slot) *finger of death*

Undying Commander. While within 30 feet of the bonelord, any undead ally of the bonelord has advantage on all saving throws and gains 10 temporary hit points at the start of each of its turns.

Undead Fortitude. Upon dropping to 0 hitpoints, the bonetitan can make a Constitution saving throw with a DC equal to half the damage dealt (minimum 10). On a successful saving throw, the bonetitan regains 1 hit point instead. It cannot benefit from this feature if it took radiant damage or was turned on its previous turn.

Actions

Multiattack. The bonelord can cast a cantrip, and make two skeletal longsword attacks or skeletal longbow attacks.

Skeletal Longsword. *Melee Weapon Attack:* +10 to hit, 5 ft, one target. *Hit:* 14 (2d8 + 5) slashing plus 9 (2d8) necrotic damage.

Skeletal Longbow. *Ranged Weapon Attack:* +10 to hit, 150/600 ft, one target. *Hit:* 19 (4d6 + 5) piercing damage plus 9 (2d8) necrotic damage.

Legendary Actions

The bonelord can take three legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The bonelord regains spent legendary actions at the start of its turn.

Cantrip (Cost 2 Actions). Cerberus makes a hurl flame attack.

Command Undead (Cost 1 Action). Cerberus makes one bite attack.

Movement (Cost 1 Action). Cerberus makes a Wisdom (Perception) check.

HELLFIRE TRIALS

Champion Rank, 15th Level Recommended

The Hellfire Trials are the most deadly of all the trials in Ascendeum. This trial is rarely attempted even by the highest-ranking Champion teams because of its deadly reputation. Champions who seek to acquire the Hellfire Cup must sign an infernal contract made with devils. Combatants will battle these devils in Ascendeum and if defeated, the devils will collect their souls, dragging them to hell.

Hellfire Trial Traps. The Hellfire Trials can be intensified for combatants by adding traps. Traps can be used as *Lair Actions* on initiative order 20. Traps for this trial event could include areas of magical darkness, roaring flames, and, the summoning of imps.

Trials Monsters

Round	Monsters
1	Infernal Gladiator (5)
2	Hell Knight (1), Infernal Gladiator (2)
3	Cerberus (1)



HELLFIRE CUP

CERBERUS



INFERNAL GLADIATOR

Infernal gladiators are incredibly formidable devils who fight against the demons of hell in underworld arenas. Here on the Material Plane, these infernal gladiators offer infernal contracts to those who are willing to face them in combat. Which is how they were persuaded to conduct business within Ascendeum.

HELL KNIGHT

Hell knights are devil warriors adorned in obsidian black armor that is intricately detailed with infernal designs. These devils are often generals to armies of devils or personal gods for lords of the Lower Planes. They are regularly depicted in historical art as riding flaming undead steeds known as nightmares.

CERBERUS

Cerberus is a huge, three-headed hellhound. They usually have sleek, grey-brown fur, although some are jet black. One can often see their veins, which glow like red-hot lava through their skin. Their eyes, too, glow red above their maws that ferociously snap at their neighboring heads.

Infernal Guards. The cerberus has spread throughout the Lower Planes, where many demons and devils employ them as guardians. Cerberus is used to guard portals to other planes, gateways to lairs of powerful fiends, entrances to cities, and even legendary magical items that have been locked away. These creatures are infamous for not only their loyalty to their masters but their dedication to their duties.

INFERNAL GLADIATOR

Medium fiend (devil), lawful evil

Armor Class 19 (Half Plate, Shield)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	12 (+1)	14 (+2)	14 (+2)

Saving Throws STR +6, DEX +6, CON +7

Skills Arcana +4, Athletics +6, Perception +5, Stealth +6

Damage Resistances Acid, Cold; Bludgeoning, Piercing, and Slashing Damage from Nonmagical Attacks that aren't Silvered

Damage Immunities Fire, Poison

Condition Immunities Charmed, Frightened, Poisoned

Senses Truesight 60 Ft., Passive Perception 17

Languages Infernal, Telepathy 120 Ft.

Challenge 5 (1,800 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Devilish Transposition. At the start of each of its turns, the devil may switch positions with any medium or larger devil within 30 feet.

Magic Resistance. The infernal gladiator has advantage on saving throws against spells and other magical effects.

Magic Weapons. The infernal gladiators' weapon attacks are magical.

Actions

Multiattack. The infernal gladiator makes one flaming spear attack and one shield bash attack or uses its Hellfire Bolt.

Flaming Spear. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 3) slashing damage plus 7 (2d6) fire damage.

Shield Bash. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) bludgeoning damage and the target must succeed on a DC 15 Strength saving throw or be knocked prone.

Hellfire Bolt. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 10 (3d6) fire damage plus 17 (5d6) necrotic damage. A creature hit must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hp maximum to 0.

Reaction

Parry. As a reaction, the infernal gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

HELL KNIGHT

Medium fiend (devil), lawful evil

Armor Class 20 (Plate Armor)

Hit Points 209 (22d12 + 66)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	17 (+3)	16 (+3)	14 (+2)	19 (+4)

Saving Throws DEX +5, CON +8, CHA +9

Skills Perception +7

Damage Resistances Acid, Cold; and Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities Fire, Poison

Condition Immunities Charmed, Frightened, Poisoned

Senses Darkvision 120 Ft., Passive Perception 17

Languages Common, Infernal, Telepathy 120 Ft.

Challenge 13 (10,000 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The hell knight has advantage on saving throws against spells and other magical effects.

Magic Weapons. The infernal gladiators' weapon attacks are magical.

Actions

Multiattack. The hell knight uses its Compel Honor, then makes three attacks with its hellfire lance.


Hellfire Lance. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 11 (1d12 + 5) piercing damage plus 16 (3d10) fire damage.

Compel Honor. One creature within 60 feet of the hell knight that can hear it must succeed on a DC 17 Charisma saving throw or be cursed to face it in melee combat. An affected creature that attempts to target the hell knight with an attack or harmful spell from more than 10 feet away must first make a DC 17 Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell.

Reactions

Punish Falsity. As a reaction to a creature succeeding on a saving throw against the hell knight's Compel Honor ability, the hell knight and its mount may move up to its (or its mount's) speed toward the creature. If it ends this movement within 10 ft. of the creature, the hell knight may make a hellfire lance attack.

THE CROWNED SEVEN



AURROK, KING OF CHAMPIONS
HOZHUL, KEEPER OF SOULS
KOLRE, CRIMSON QUEEN
NOSRAC, TEMPEST ETERNAL
SOLIA, COBALT PHEONIX
URSAKEL, BEAST OF IRONJOUR
VAERO, ANGEL OF BLADES

THE CROWNED SEVEN

The Crowned Seven, are the seven individuals who have proven themselves within Ascendeum and earned their place as rulers over the City of Strife. They assist Organizers in managing events, establishing order, and keeping the peace, by force if necessary throughout the city and

Ascendeum. Each Crowned serves for one year before they must defend their place on the Day of Challenging. Champions can only challenge a current member of the Crowned Seven on the Day of Challenging. The Crowned who is challenged decides whether the event will be fought to the death or not. A team of combatants can challenge five Crowned members who must form a team to face their challengers, however, this method rarely happens. Each member of the Crowned Seven possesses unique abilities and motives for becoming Crowned. So, a combatant planning on becoming Crowned must choose carefully when challenging one of the Crowned.

AURROK, KING OF CHAMPIONS

Aurrok commonly referred to as “King”, is the longest-reigning member of the Crowned Seven. King was one of the original members of the Crowned Seven and is the only original member that is yet to be defeated. He is a veteran of the coliseum and has overcome dozens of challengers during his time Crowned. His victories in Ascendeum have immensely influenced the City of Strife, and his prestige is unmatched compared to the remaining Crowned Seven, earning him the title of King of Champions.

King has not been chosen to defend his position as a Crowned for several years. This is not because he is deeply revered within the City of Strife, but because of his dominance in the coliseum. King possesses overwhelming strength, endurance, and combat skill. His presence in the coliseum is conquering, causing the most battle-hardened champions to cower before him. His position as one of the Crowned Seven is predicted to continue for years to come.

HOZHUL, KEEPER OF SOULS

Hozhul obtained his position as one of the Crowned Seven through malevolence. During his ascension, he provokes combatants equal to his rank to accept challenges to death. Those who refused were tormented outside of the arena and misfortune often fell on their friends and family. Hozhul was ridiculed for his actions but was never formally punished for them. Inside the coliseum, he uses necromantic magic to destroy his opponents. Once defeated, he raises his opponents once again as undead servants, leaving the arena with them by his side. Hozhul killed countless combatants during his ascension. When challenged, he calls upon these fallen champions to aid him in the coliseum, earning him the title of Keeper of Souls.

KOLRE, CRIMSON QUEEN

Kolre made a name for herself within Ascendeum becoming one of the Crowned Seven by using a forbidden monastic tradition known as bloodbending. Little is known about bloodbending beyond what has been observed from Kolre during her time competing. But, Kolre can use the vitality of creatures who can bleed to her advantage. In spectacularly gruesome displays of gore, Kolre paints the coliseum with the freshly spilled blood of her opposition, earning her the title of Crimson Queen.

NOSRAC, TEMPEST ETERNAL

Nosrac is a powerful cleric that serves as a god of wrath and destruction. Blessed by his god, Nosrac wields incredible power which he used to smite his foes and take his position as one of the Crowned Seven. Nosrac's popularity has earned him a cult following, dozens of acolytes have constructed a temple within the City of Strife in Nosrac's name. These acolytes follow him not only for his deeds within Ascendeum but for his connection to his deity.

SOLIA, COBALT PHEONIX

Solia is the newest member of the Crowned Seven who uses sorcery to turn her foes to ash with blue flames. Solia's free-spirited attitude and flare made her popular among the crowd. As her ascension progressed, her fan following only increased and she quickly became one of the fastest-rising and most popular combatants of Ascendeum. Spectators flocked to Ascendeum to witness her charisma and feel heat radiate from her blue flames.

While fighting for her position, Solia was struck down by the previous Crowned member. But a moment later, she rose again in a fiery eruption of blue flame and set her opponent ablaze. This riveting turn of events earned her a position as one of the Crowned Seven and the title of Cobalt Phoenix.

URSAKEL, BEAST OF IRONJOUR

Ursakel is a barbarian who possesses a primal ability to transform into a great bear. Traveling from the Ironjour Timberlands, Ursakel used his unique ability to rise through the ranks of Ascendeum. His strength is rivaled only by Aurrok, and his ferociousness instills dread in his opponents. Many of Ursakel's opponents chose to forfeit before entering the coliseum with him. Those who were brave enough to face Ursakel were often viciously torn to shreds by the claws of the magna ursa, granting Ursakel the title Beast of Ironjour.

VAERO, ANGEL OF BLADES

Vaero is a female warrior who used a legendary magic item known as the *Valerian Wings* to obtain her place as a member of the Crowned Seven. It is rumored that Vaero was gifted her wings by a celestial being, and others think that she is the descendant of the celestial female warriors known as the valkyrie. She is extremely formidable in battle, fighting with honor and grace.



AURROK, KING OF CHAMPIONS

Large humanoid (goliath), lawful neutral

Armor Class 23 (+3 Plate)
Hit Points 190 (20d8 + 100)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	20 (+5)	16 (+3)	10 (+0)	14 (+2)

Saving Throws STR +12, CON +10
Skills Athletics +11, History +8, Intimidation +7
Condition Immunities Frightened
Senses passive Perception 10
Languages Common
Challenge 15 (13,000 XP)

Aura of Might. Aurrok and friendly creatures within 30 feet of him have advantage on saving throws.

Action Surge (2/Long Rest). Aurrok can take an additional action.

Indomitable (2/Long Rest). Aurrok can reroll a saving throw if he fails. If he does so, he must use the new roll.

Conquering Might. Aurrok scores a critical hit on attack rolls of 18, 19, or 20.

Remarkable Athlete. Aurrok can add +2 to any Strength, Dexterity, or Constitution check he makes that doesn't already use his proficiency bonus. In addition, when he makes a running jump, can jump an extra 4 feet.

Survivor. At the start of each of Aurrok's turns, he regains 10 hit points if he has no more than half of his hit points left. King doesn't gain this benefit if he has 0 hit points.

Actions

Multiattack. Aurrok makes four melee or ranged weapon attacks.

+3 Greatsword. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 19 (2d6 + 10) slashing damage.

+3 Heavy Crossbow. *Ranged Weapon Attack:* +12 to hit, range 100/400 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Presence of a King (1/Day). Each creature of Aurrok's choice that he can see within 30 feet of him must make a DC 15 Wisdom saving throw. On a failed save, the target becomes frightened of Aurrok for 1 minute. The target can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

Bonus Actions

Mark of the Conquered. As a bonus action, Aurrok extends his finger towards a creature it can see within 60 feet of him. The target is marked until the start of Aurrok's next turn. While the target is marked, it has disadvantage on attack rolls against targets other than Aurrok.

Second Wind (1/Long Rest). Aurrok can use a bonus action to regain 1d10 + 20 hit points.



URSAKEL THE BEAST

20th level barbarian (*Path of the Great Bear*)
Medium humanoid (human), neutral good

Armor Class 20 (Unarmored Defense)
Hit Points 230 (20d8 + 140)
Speed 30 ft.

STR 24 (+7) **DEX** 20 (+5) **CON** 24 (+7) **INT** 15 (+2) **WIS** 20 (+5) **CHA** 15 (+2)

Saving Throws STR +12, CON +12
Skills Athletics +13, Intimidation +8, Perception +11, Survival +11
Senses passive Perception 21
Languages Common
Challenge 13 (10,000 XP)

Brutal Critical. Ursakel can roll three additional weapon damage dice when determining the extra damage for a critical hit with a melee attack.

Feral Instinct. Ursakel has advantage on initiative rolls.

Grizzly Endurance. When Ursakel is subjected to an effect that allows him to make a Constitution saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Magic Weapons. While raging Ursakel's weapon attacks are considered magical.

Reckless Attack. Ursakel can make a melee attack with advantage on the first turn of an attack but attack rolls against him have advantage until his next turn.

Relentless Rage. If Ursakel drops to 0 hit points while raging and doesn't die outright, he can make a DC 10 Constitution saving throw. If he succeeds, he drops to 1 hit point instead. Each time he uses this feature after the first, the DC increases by 5. When he finishes a short or long rest, the DC resets to 10.

Actions

Multiattack. Ursakel makes two melee weapon attacks.

Claw (While Raging). Melee Weapon Attack: +12 to hit, reach 5 ft., one target. *Hit:* 14 (4d6 + 7) slashing damage.

Roar of the Great Bear (1/Rage). Ursakel unleashes a terrifying roar. When Ursakel does so, each creature of his choice that is within 60 feet of him that can see or hear him must succeed on a DC 20 Wisdom saving throw or be frightened of Ursakel for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the effects of this feature for the next 24 hours.

Bonus Actions

Bite (While Raging). Melee Weapon Attack: +13 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 4) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 20).

Rage of the Magna Ursa. Ursakel can enter a rage, transforming into a great bear for 1 minute, granting him resistance to bludgeoning, piercing, and slashing damage. As well as advantage on Strength checks and Strength saves, and a +4 bonus to melee weapon damage (included in attack). His size becomes Large. Ravaf gains a movement speed of 40 feet and a climbing speed of 30 feet. Ravaf gains advantage on Perception checks using smell.

Reactions

Protective Instincts (While Raging). When a creature attacks an ally within 30 feet, and Ursakel can see them both, he can move up to his movement speed toward the attacker. If he ends this movement within 5 feet of the attacker and his ally, he can make a bite attack against the attacker.

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Sincerely, *Carson H.*

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