

# Blooding

A natural consequence of bad ideas.



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Created for *Into The Odd* by Chris McDowall.



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# 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.

Calendar	
M	Fights
T	Lectures
W	Fights
Þ	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.

## 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.

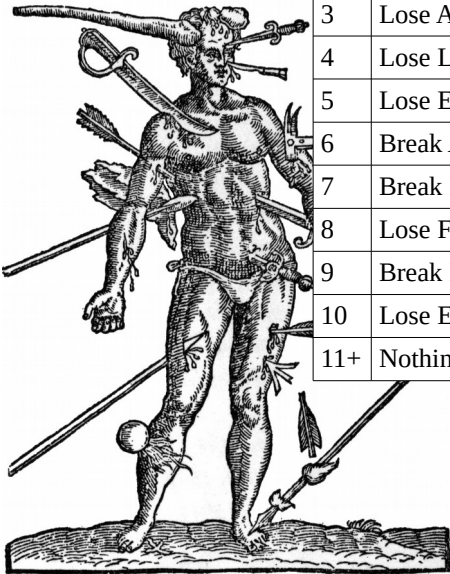
## Dr. DeAath

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 **Blood-ring** 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 **J0n**, the eldest.

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

## Hypogeum

Cells line the spiraling tunnel beneath **Bloodring**. Prisoners can talk to the cell on either side, but any louder 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).

# Mx. Moneybags, Bookie

Androgynous Monopoly mascot. Fingers in pies.

For unknown combatants, all odds are 1/1. All other odds are proportional to the ratio of wins.

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

## Superfans

After a winning streak of three or more combats, gladiators gain 1d4 **Superfans**. **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.

# Gladiators

**Glaive.** 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.*

**Sovnya.** Bank robber, buried gold. Wins:  
Str 10, Dex 16, Wil 11, 6 HP. Axe (d6). *Armor 1.*

**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 (disarm opponent with Dex check).

**Doloire.** 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.*