

Golden Triangle: Kill or Die

The last thing you remember is a new found friend at a tavern buying you another round of Goblinoid Pale Ale. Now your head is pounding, you're clothed in nothing but a filthy loincloth, and you're about to die in what appears to be an underground fighting arena. A wooden door rises and you step from an iron holding cell into a triangular open-air wooden arena painted a fading gold. Six tiers of seating hold a full capacity crowd who half-heartedly cheer your arrival shouting, "Kill or die!" Unlocked wooden chests lay at each corner. Adjacent to your position, two other bleary-eyed opponents stumble onto the triangular sandy floor, which you notice is strangely pink in areas. Apparently, you're the opening bout.

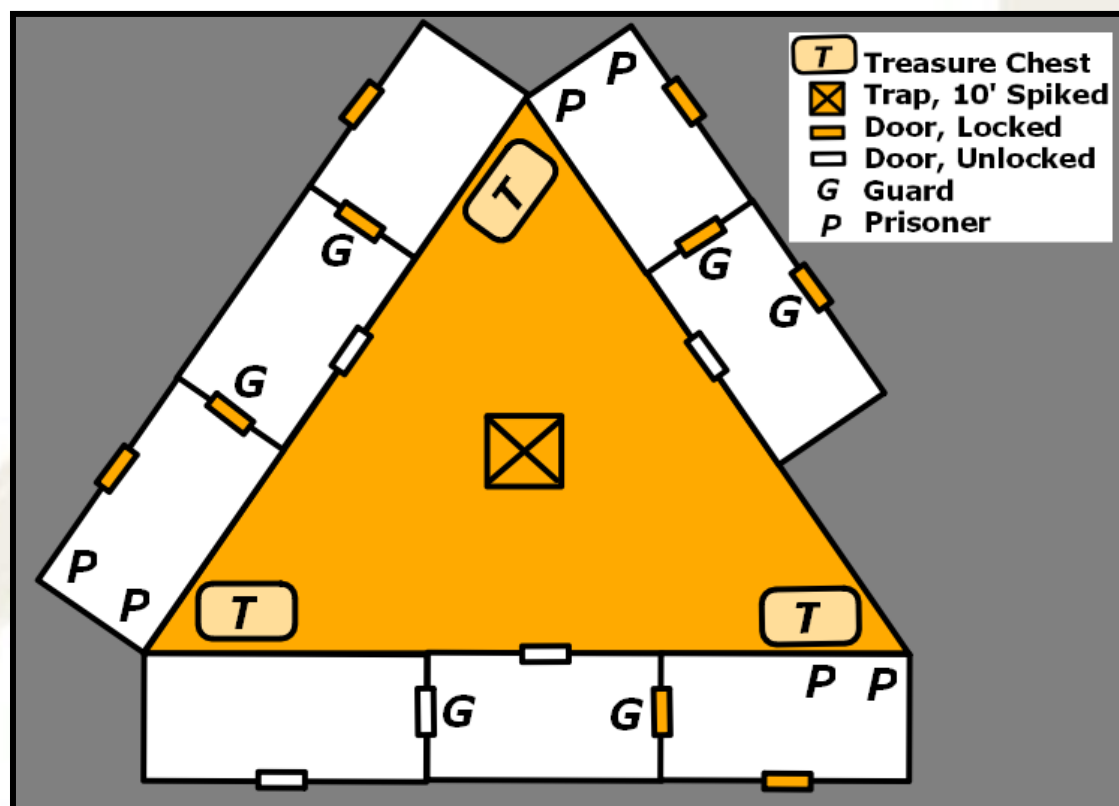
Initiative determines who gets to a chest first if two select the same chest (50% chance). Each bout, random objects are stocked in each of the wooden arena chests and new opponents emerge. If a character refuses to fight, armed guards appear and kill the reluctant fighter. In between bouts, guards reduce the character to loincloth only and a haggard wizard applies a bitter potion of healing for 1d6 hit points. If the character survives three bouts, a potion of forgetfulness is forcibly applied. The character awakens disoriented in an ally with a terrible hangover, fresh bruises and cuts, and no memory of the past 1d4 days.

Guard: Roll 1d6, 1-4 - Human Fighter, 5 - Orc, 6 - Bugbear.

1d8	Arena Treasure Chest
1	-1 Rusty Sword, Trap (Poison Needle)
2	Long Sword, Trap (Poison Needle)
3	-2 Cursed Battle Axe, Potion (Speed)
4	War Hammer, Potion (Invisibility)
5	Bow, Arrow (x2), Dagger
6	Shield, Dagger
7	Leather Armor, Long Sword
8	+2 Long Sword

2d4+Bout #	Opponent
2	Wizard (No Spells)
3	Halfling
4	Goblin
5	Human Fighter
6	Elf
7	Dwarf
8	Orc
9	Bugbear

1d6+Bout #	Opponent Condition
2	Terrified: Will only huddle against wall and beg for life.
3	Scared: -2 to all rolls.
4	Bewildered: -1 to all rolls first 2 turns.
5	Composed: No modifier.
6	Angry: No Modifier.
7	Skilled: +1 to all rolls.
8	Skilled: +2 to all rolls.
9	Skilled: +3 to all rolls.



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