The Gladiator Stroll

Scroll of Malevolence #026

Combat Encounters

- 1. {On the Run} An escaped gladiator {guilty of murder} crashes through the party's camp and will kill to avoid capture.
- 2. {New "Recruits"} Bandits try to capture the party and sell them off as gladiators.
- {Called Out} A fabled gladiator challenges a boastful or disrespectful party member to a 'v1 fight to the death.
- {Rivals} As an act of "charity," a rival adventuring party pays your party's entry fee for an upcoming tournament.
- {Sparring Partners} A promising young gladiator asks to train against the party to prepare for an upcoming tournament.
- {Trial by Combat} A beloved NPC has been found guilty of a horrible crime and begs the party to fight for their pardon.

Koleplay Encounters

- {Sore Loser} A retired gladiator with anger issues asks the party to play cards.
- 2. {Security} A shady noble only speaks to

- the party while surrounded by their gladiators as an extra lair of security.
- 3. {Witness} Having witnessed a crime, a gladiator is being set up to lose a fight.
- 4. {Big Dreams} A young gladiator with little chance of winning begs the party to bolster his reputation across the city.
- 5. {Last Words} An elderly gladiator asks to speak with a cleric before her next fight.
- 6. {Rigged} The party learns an upcoming fight is rigged against their friend.

Exploration Encounters

- {Haunted} The city wants to repair the old colosseum, but it's haunted by the spirits of innocent gladiators put to the sword.
- 2. {Hoard} A fabled gladiator hid their earnings somewhere in the old colosseum.
- 3. {Missing} Gladiators are vanishing and the grand tournament is only days away.
- 4. {Sabotage} If the party sabotages the colosseum's underground traps, they'll win big on a rigged fight.
- {Break In} The party's only chance to snoop around a noble's villa is while they're attending the gladiator fights.
- {Rat Fights} Ratfolk are kidnapping citizens and forcing them to fight as gladiators in their cruel tournaments.

