

RED ARENA

The Master of Games has “invited” the party to fight for the ultimate prize: their lives.

Master of Games

An enigmatic masked figure who presides over events as an illusion flitting around the field, the **Master of Games** is an inscrutable entity.

The **Master of Games** lures participants with bribery or coercion. Either way they're not getting the whole story: they're only satisfied with lethal combat, the more death the better.

Arena

The arena has 20ft tall stone walls with spikes facing inwards from 10-15ft feet up.

- the walls are enchanted to cast **Gust of Wind** on climbers.
- **Nobles** watch from the second floor.
- the thick wooden doors at either side of the arena have AC 10, HP 20, vulnerable to fire.

Phase 1 : The Fight Before the Fight

The party, whether prisoners or guests, face a **Berserker** and **Saber-Toothed Tiger** fighting as a pair.

- the **Master of Games** gives irreverent commentary: a DC 14 Insight check reveals they're not intended to see the PCs leave alive.
- if the party tries to spare either, the phase advances.
- if the party wins, the Master of Games offers them one cast of **Wish**—in return for killing the rest of the party; if they decline the phase advances.

Phase 2+ : Gas Attack

Gas begins to flood the arena at the **Master of Games's** command.

- at Initiative 0, the phase advances once.
- creatures who begin their turn in or enter for the first time a gas cloud make a DC 15 Constitution save. On a failure the creature becomes **Poisoned** until the end of the next turn they begin outside a gas cloud, and suffers 2d4 **Poison** damage.

Extra Wave

The **Master of Games** has four **Bandits** on standby to the southeast.

- they wear enchanted bandanas that confer
- **Poison** damage and **Poisoned** condition Immunity. the Master of Games will unleash them if a door is breached or the party comes up with another ploy.
- they'll be considered **Surprised** if the party breaks through the south east door in a single attack and lose their first turns.

Lair Actions : Master's Arena

- **Ignite Cloud**: a 5ft area of gas explodes dealing 5d6 fire damage to all creatures within 15ft; halved on a DC 14 Dexterity save.
- **Summon Minion**: a Mephit emerges from any gas cloud; its death burst spawns a 15ft green gas cloud.
- **Theatrical Impetus**: all creatures inside the arena must make a DC 12 Performance check to move. On a failure they treat all ground as difficult terrain.