



AGE 12+

THE TOURNAMENT OF ANNIHILATION

Arise as the new champion and ruler of the Red City or die trying.

5E COMPATIBLE ADVENTURE

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The tournament is sacred for the inhabitants of Barbarois, the Red City. The competition's victor becomes the Scarlet Potentate, the city's ruler. However, this tournament is different as seven rulers have perished in mysterious circumstances in the past decade, and all the major clans are suspects, which is why some of them have brought outside help.

INTRODUCTION

Welcome to *The Tournament of Annihilation*, a 5e compatible RPG adventure by Cast n Play. Although it is a one-shot, it belongs to a saga by Cast n Play.

RUNNING THE ADVENTURE

The Tournament of Annihilation is a 5e adventure meant for four to six player 3rd–5th level characters. The adventure takes place in Barbarois, one of the great orc cities of the Wastelands.

- Fun is the ultimate goal. Never forget that.
- As a Game Master, you know your players better than anyone. Make your decisions accordingly.
- You have the last word. This adventure is a guide, but you can improvise as you see fit.

STORY OVERVIEW

The Tournament of Annihilation's plot is as follows:

- The orc city of Barbarois prides itself on its different fighting academies, the prowess of its monks and axe masters, and how it chooses its ruler, The Scarlet Potentate.
- Whenever a ruler dies or retires, a tournament called the Kumiteii is staged, where each of the major orc clans send teams that have to participate in a series of trials, with the final being combat to the death.
- Strange events have caused the city to stage its seventh tournament in less than 20 years, with all the rulers in this period dying under suspicious circumstances, causing a rift between the five most prominent clans: Pritan, Tung Fon, Telleyz, Fyrlat, and Fömte, who now actively mistrust each other.
- Argos, a self-exiled orc monk and now head of the Fömte clan, was enjoying his retirement in the taverns of Thamarya when he was told that most of his clan was wiped out in an ambush outside the city. His clan was providing security for The Scarlet Potentate at the time. The information was given to him by Karelin, "The Orphaned Merchant," who was sent to bring the monk back and lead his clan in the upcoming Kumiteii.
- Not trusting anyone in Barbarois, Argos approached the PCs and offered them 500 gp each, plus some of his clan's magic items if they participated in the Kumiteii on his behalf.
- The PCs and Argos traveled in the Orphaned Merchant's sand manta, a magnificent flying creature that the orcs in the Wastelands use as airships, for the terrain underneath is dangerous.
- The PCs arrive the night before the tournament begins and are hosted inside the headquarters of the Fömte clan.

ABOUT BARBAROIS

The Red City, as it is also known, stands around the lake of Grolock and is encircled by colossal red walls. Except for three artificial islands, the city is built on the lake's shores. The Kumiteii takes place in the colosseum on the island located in the middle of the lake. To move around the city, the inhabitants must travel around it or use boats to cross the lake and reach other parts.

Although most of the population are orcs, other peoples call Barbarois their home, especially humans, and huldrefolk, trolls who are slightly larger than orcs, intelligent, and capable of organizing into communities.

The city is renowned for its academies and fighting styles.

ABOUT THE KUMITEII

The Kumiteii is staged every time a new Scarlet Potentate is to be elected. Each clan sends a team to participate, and whichever team wins, their clan selects the individual that will become the city's ruler, usually the head of the clan. The entire purpose of the tournament is to entertain the public, and ascertain that the victors have the qualities needed to rule the Red City.

The Kumiteii has three main rounds, each one with a different challenge that the participants must overcome.

All the events occur inside the coliseum's arena, a masterwork of engineering, capable of being filled with water for naval battles in less than three minutes, or with different sets of trap pillars and pits rising from the sands.

Each round is observed closely by arbiters inside the arena, ensuring nobody is cheating. It is not uncommon for some arbiters to die since they get so close that they fall inside a pit or are killed by the participants.

ADVENTURE HOOKS

For this adventure consider the following character hooks:

Magic Rewards. The PCs are promised some powerful items belonging to the Fömte clan should they accept to participate in the tournament.

Clean Sheet. Maybe some of the PCs have a bleak record with the authorities of Thamarya, and Argos has promised to help expunge their records.

Fame. Beating orcs from Barbarois in a fight grants great fame, and the opportunity to be hired for more excellent quests and receive higher pay.

PROLOGUE

The beds were rough – the Barbarois are not known for comfort, although the architecture of their city is exquisite, rivaling any other you’ve seen. Reaching the coliseum by boat took an hour, its arches and statues visible from the Fömtes clan dock at first light from the Twin Suns. A large queue of vessels piles on the island’s western side, but that’s not your destination; as competitors, you dock on the eastern side.

Without any word, Argos steps off the boat, followed by five other clan members, all too old or frail to participate, the remnants of a clan in decline. The dock leads to the competitors’ gate, a colossal arch with a statue of an orc warrior standing upon the corpse of a mountain giant. Argos and the others bow their heads as they pass the statue and enter the tunnel beyond.

Inside the tunnel, the other teams are walking ahead, all silent and in perfect synchronicity, more akin to a religious march than a tournament. Halfway across the tunnel, a vibration is felt, followed by a murmur that grows in volume until the ears start to ring.

Suddenly, without forewarning, a red light blinds you momentarily, and the roar of a crowd of more than 60,000 thousand deafens you as you arrive at the coliseum’s arena.

THE COLISEUM

The colossal structure is made of red limestone from the Bartoks mountain range east of the city. The Coliseum is elliptical in shape and is 615 ft. long and 510 ft. wide. Seating is arranged into three tiers, with the most celebrated individuals enjoying seats in the bottom tier and the least significant on the third and final tier. The tournament takes place in the arena, which is 272 ft. long and 157 ft. wide. Although the ground is covered in sand, underneath it lies the “othron” (the underground), a network of cages, mechanisms, and traps that are opened or raised as the circumstance demands. There is no pattern to this, and it is always random.

Depending on the event, sometimes wards and rune stones are placed so that no spell can be cast.

THE TOURNAMENT’S RULES

- Each round has its own set of rules, which the arbiters will relay to each team.
- Depending on the rules, teams can be disqualified immediately.
- Although arbiters have been known to perish during the Kumiteii, any action or attack against them on purpose disqualifies the team whose member carried it out.

- “The Sacred Rule.” At any point during the tournament, a participant can engage with the public, be it through a great show of skill, e.g., a great joke, a great display of acrobatics, a gruesome kill, etc., and gain a public clamor which can make them victors of a round.
- Displays of fear and cowardice deduct points.
- In some events, the arbiters themselves have to block or impede the competitors.
- Killing other competitors is only permitted until the Battle Royale.

THE SACRED RULE

Although the main objective of the tournament is to select a new ruler from a clan, connection with the inhabitants of Barbarois is essential. In order to lead them into the battle, the ruling clan must inspire confidence and be well regarded, which is why the public clamor can sometimes be the element that grants victory. Depending on what the characters want to accomplish, have them carry out a DC 11 Charisma (Perception) check along with the action’s check. If both are successful, that character gains a public point for its team.

THE CROWD’S ROARING

The Kumiteii is the city’s most important event, and the public is totally involved. The audience will not stop cheering or booing from dawn when it begins until it ends. The boos can distract if the GM decides, or if they become clamor, the PCs can pass even if they failed the round.



PRITAN CLAN

The Pritan are behind the scheming and the political assassinations that have occurred during the past years. They are also responsible for the ambush that killed many Fömte warriors and the Red Potentate. To avoid discovery, they have used and allied themselves with enemies of Barbarois, including the "People of the Canyons," who are made up of giants, trolls, and goblins.

This group initially shared the territory with the orcs, but betrayed them when the dark forces of Midnight City attacked the Wastelands. The orcs were triumphant and vanished these people to the inhospitable caves and canyons. They naturally seek revenge, and the Pritan offered them an opportunity.

Members of the Pritan clan will not hesitate to cheat, and have a pair of arbiters under their control. They will do everything they can to win and impede the PCs from succeeding.

OPENING CEREMONY

The party arrives at the arena just as the light of the Twin Suns announces the start of dawn, which is when the Kumiteii begins.

By this time, the crowd is already wild, and the only thing stopping them is that the tournament doesn't begin until the Master of Ceremonies gives the signal.

In the center of the area stands a cloaked figure. It is an old orc, its face covered with scars and wounds. Next to it, are his two goblin assistants.

The orc grins, and begins to speak in a deep but friendly voice:

"Welcome, one and all."

The orc stops as the crowd cheers in unison. When they stop, he continues.

"As we have done so for centuries, we are gathered here for the sacred Kumiteii."

After these words, the audience stamps their feet.

"Once again, the victorious team will select our next ruler, and guide Barbarois to prosperity. So, without any further delay..."

One of the goblins interrupts him and whispers something in the orc's ear.

"...Oh, yes, I'd almost forgotten, the ale is brought by the Juggernaut Brothers' Brewery, an orc drink for orc people. And the snacks are brought to you by Chuckus' Cheese Emporium, from Thamarya to the rest of Eluan. And now... Let the Kumiteii begin!"



ROUND ONE

After the master of ceremonies says those last words, each team is led to a different part of the arena. There are five teams in total, each presenting one of the major clans, and all have the same number of members, determined by the number of PCs playing. Each of these teams is assigned an arbiter, who will rigorously observe them, repeat the rules, and disqualify them if they're cheating. Above the arbiters is the Elder arbiter, who can overrule any other arbiters or make a call in difficult decisions. The Elder arbiter moves around the arena, watching all the teams and arbiters.

Two of the arbiters are compromised, one observing the Pritan clan, and the other monitoring the PCs. However, they cannot be evident in their actions, and act discreetly.

All of their Deception checks are rolled with advantage and +2, not only because they are good at it, but because an arbiter is a respected occupation amongst the orcs in Barbarois, and few question their objectivity.

Round One consists of one trial between an option of two. The players or the GM can choose who will carry out the chosen trial.

Note for GM: The trials in round one are suggestions, and the GM can create their own based on their players.

The arbiter assigned to you claps his hands.

A crew of technicians arises from underneath the sands and they proceed to set out the items needed for round one of the tournament. The arbiter then gives Argos a sheet of paper, they exchange a few words, and then backs away.

ROLEPLAYING ARGOS

The old monk will be quiet and discreet. He will say as little as possible but is always friendly towards the PCs. He respects tradition, so he will find it very hard to believe that an arbiter is cheating or compromised, even warning a PC that it is perilous to accuse an arbiter without overwhelming proof. And even if presented with it, he will prefer a more discreet way to solve the problem, suspecting that many want to see him and the PCs fail.

Development. There are two trials to choose from, and each team carries them out simultaneously, although some of the Pritan members (as the PCs) can try to distract the PCs from time to time.

Treasure of death. Seven chests are placed in front of the team. Six are **mimics**, and the other is a chest with four healing potions. The team must guess and open the real chest without dying.

The chests are identical. Placed beside the chests are two **speaking bushes** which will continuously scream putdowns at the PCs, giving disadvantage to their rolls. The only way to silence the bushes is by threatening with fire, be it with words or fire itself. This trial grants one point.

When a PC confuses a mimic for the actual chest, this mimic will bite 2 (1d4-2) piercing damage and fade to dust.

Spirit and axes. This trial involves two PCs. One of the PCs stands in front of a vast dummy, covering parts but not all of it. The other will take one shot of an orc drink called "The Downer," after which it will have to throw an axe and hit the target. The target has an AC 12.

The thrower will have to hit the target four times out of six shots. However, for each throw, another shot must be drunk. For each shot drunk beyond the first, the thrower receives a -1 to the throw. Every miss is considered that an axe hit the other PC, and the appropriate damage must be dealt.

END OF ROUND ONE

If the PCs manage to pass to the next round, Argos will be relieved and thank them.

However, if they failed to pass, they will have to pick one of them to fight a duel against an **orc warrior** from the Telleyz clan team, who also didn't obtain the necessary points. The winner's team gets to pass to the following round.

Unfortunately, the arbiter will try to deceive the PCs by telling them that their strongest cannot participate (some false rule) and will try to push them to pick the worst at combat.

A successful DC 15 Wisdom (Insight) reveals that the arbiter is trying to fool them, so they can come up with their own countermeasure.

ROUND TWO

The arena has been split into four areas; one for each of the remaining teams. Inside those areas is a large thick column surrounded by three wooden crates. Next to each of these is a mechanism with a rolled-up chain and a lever with which to control the chain's length. The three wooden crates vibrate as if something inside were trying to get out.

Development. Two of the PCs will stand in front of the column. Their objective is to destroy it. The column has AC 10 and hp 40. The other PCs will be placed behind the mechanisms with the lever. The round begins when the arbiters give the signal, after which the crates will burst open, and three enraged **fattan** (the same number as there are PCs operating the levers) will emerge and charge against the PCs trying to destroy the column; however, the chains around their necks keep them from reaching those PCs. During each round, the players behind the mechanisms must pull the levers to keep the chains at a safe length to protect their allies.



Mimic Chest

A successful DC 12 Strength (Athletics) check is needed for this. If the check fails, the fattan get's to attack the target PC. The round is won if the party manages to destroy the column without any of the PCs attacking it dying.

If one dies, the party loses the round. The PCs controlling the mechanism can operate the lever, distract the fattan, or come up with some trickery, but they are not allowed to injure or attack the fattan. The party can also claim victory if they obtain clamor from the audience.

The Coliseum goes wild as the teams step unto their respective pits. You hear an explosion coming from the opposite corner; no doubt the struggle against death has started for another team.

How will it start for you?

END OF ROUND TWO

In the event of failure, the PCs are considered disqualified, and a gate opens on the ground from which 12 **lions** emerge and attack them. Whether they survive or not will depend on the GM

ROUND THREE

The remaining teams are taken to their corners. Meanwhile, the arena is being cleaned of corpses, and the traps are dismantled for the next round. During this time, the PCs can interact or talk with Argos or public members who want autographs.

A successful DC 16 Wisdom (Perception) check will make them aware that the Pritan clan team stares at them with hatred, while the Tung Fon team looks at them with disdain.

ALTERED DRINKS

Before the next round commences, each team will be given 1d10 *healing potions* (minimum of four). Howbeit, the Pritan clan has managed to alter some of the potions meant for their rivals; all of the potions of the Tung Fon clan and one-fourth of the potions for the PCs at least. Any creature that drinks from one of the altered potions is cursed and has disadvantage on attack rolls for the entire duration of Round Three unless a *remove curse* (or something similar) is cast on it.

The entire crowd is now jumping and roaring as the three remaining teams: Pritan, Tung Fon, and Fömte, step onto the red sands of the arena. The Twin Suns are on the zenith, and the heat starts to be overwhelming, but worse yet is the noise, distracting and deafening. Communication between you will be difficult.

You are signaled by two arbiters to stand on an area facing the other two teams— the three forming a triangle. The next moment feels less than a nanosecond as the signal to start is given. It is then that you notice, at least you believe, that the orcs from the Tung Fon clan are sweating profusely, as if...

Development. The third round is simple, all three teams battle it out until only one remains. The Pritan will take advantage of the knowledge that the Tung Fo are all cursed and that some of the PCs are also to launch a brutal attack.

During the combat, if any of the PCs engages with an orc from the Tung Fo, a successful DC 14 Wisdom (Insight) reveals that it is having trouble attacking, which applies to the rest of its team.

Creatures. The same number of **Pritan orcs** as there are PCs, and the same numbers of **Tung Fo orcs**.



Altered Drinks

Argos. If any of the PCs is convinced that the Tung Fo are fighting strangely (something backed by the fact that one of their own is also under similar effect); they will need a successful DC 20 Charisma (Persuasion) check to convince the old orc, who will rush to the arbiters and start to argue with them. If this happens, the Pritan leader, Zal'hinos, will head down and begin arguing, before carrying out a surprise attack on Argos, killing him.

At the end of the third round, one of the potion bears confesses that the Pritan clan bribed it to alter the potions, turning the crowd against that clan.

Aftermath. Regardless of whether Argos was informed, if the PCs defeat the other teams, the crowd will recognize them as the Kumiteii champions and cheer for them. The Master of Ceremonies will give a somber speech, for either way, the tournament was tainted by treachery for the first time in its history. If Argos is dead, Olban, a junior Fömte member and Argos' brother assumes leadership of the clan and states that the final part of the Kumiteii can now take place, a fight to the death between the PCs, as is the custom. The party can try to escape by taking Olban hostage, fighting their way out, or any other plan they come up with, but all with little chance for success. However, if the party managed to obtain the crowd's clamor at least once during the tournament, any of the PCs can convince the audience to let them leave if they succeed a DC 18 Charisma (Persuasion) check.

Treasure. Before the fight, the Fömte clan gives the PCs their payment which consists of the following items: one *Greataxe of Barbarois* +2, one *potion of mind reading*, one *potion of invulnerability*, one *scroll of conjure minor elements*, one *Necklace of Fireballs* and 7 *art objects* worth 25 gp each.

"Never, in the history of Barbarois, has such treachery occurred. No, there was such a thing, but it happened hundreds of years ago when the "Canyon People" banded with invaders. But we defeated them, as will be the case today.

To you, brave foreigners, we honor you as Kumiteii champions representing the Fömte clan and giving them victory. And now... Battle to the death!"

After these words, the Master of Ceremonies bows, and the crowd unleashes the loudest applause you have ever received.

EPILOGUE

After a night of celebration, they are taken to the Orphaned Merchant, who awaits them beside his Sand Manta. His cargo already loaded and ready to return to Thamarya. The orc bows in respect when they pass by him.

Barbarois is a splendid sight from the skies; the city is filled with torches as the celebrations continue.

The Orphaned Merchant, however, doesn't admire the sight. He is looking towards the darkness on the horizon as sandstorms start to form. Deep down, he may suspect things will get worse before they get any better. As they say, the future is always a shadow.

Milestone. All surviving players gain one more level.

WHAT'S NEXT?

For those who perished, the afterlife offers numerous activities depending on their religious stance and their actions in this life. For the orcs of Barbarois, for example, individuals that lose a battle or a tournament are believed to become waiters in the Celestial Tavern. In this place, the spirits of victorious warriors drink until the Final Judgment arrives.

A belief that follows the Barbarois motto: "You're shite at fighting; best learn to pour drinks."

If they survived but lost the tournament, the PCs are given 200 gp in compensation, as small old children chuckle while they mouth the word: "Shame!".

- Will the Pritan clan go away quietly?
- Will the new Scarlet Potentate outlive his previous peers?
- Is it difficult to enter one of the fighting academies?

APPENDIX A: NPCs AND MONSTERS

BARBAROIS ORC

Medium Humanoid, Typically Neutral

Armor Class 14 (Hide Armor)
Hit Points 14 (2d8+6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	12 (+1)	11 (+0)	10 (+0)

Saving Throws Str +2
Skills Intimidation +2, Survival +2
Senses Darkvision 120 ft.
Languages Common, Orc, Troll
Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the orc can move up to its speed towards a hostile creature that it can see.

ACTIONS

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 9 (1d12 + 3) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

FATTAN

Small Humanoid, Typically Evil

Armor Class 14 (Natural)
Hit Points 20 (8d6+14)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	8 (-1)	9 (-1)	10 (+0)

Skills Perception +1
Damage Resistances Fire
Senses Darkvision 60 ft., Passive Perception 11
Languages Understands Common and Orc
Challenge 1 (200 XP)

Flesh Frenzy. If the fattan is frightened or paralyzed by an effect that allows a saving throw, it can repeat the save at the start of its turn to end the effect on itself and all fattan within 20 feet of it. Any fattan that benefits from this has advantage on its next attack roll.

Pack Tactics. The fattan has advantage on attack roll against a creature if at least one of the fattan's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiaction. *The fattan makes two bite attacks.*

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) piercing damage.



Fattan

Barbarois Orc



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