

A 5E ADVENTURE

THE CRYSTAL COLISEUM

ANCIENT MAGICAL CRYSTALS CALL UPON
THE GREATEST WARRIORS TO CLAIM THEIR POWER

KELFECIL'S
TALES

THE CRYSTAL COLISEUM
BY



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THE CRYSTALS OF MYSTERY

The crystals shine and the mystery emerges once more.

It is at the end of each annual cycle that the crystals decide to resonate in this manner and even though many tried to understand why they do so, all have failed.

The mystery remains, but so does the promise of power that comes with it. A power unlike any other in the realm.

Some say the Astral Siblings have blessed these crystals with their own magical touch while others think it is some form of eldritch magic, something not to be tampered with.

No matter what the truth is, warriors from every corner of Latakar converge on the day of the Crystal Shining in order to compete in the Crystal Coliseum.

For there is no greater honor than being the last gladiator standing in the arena, claiming the power of the crystals as your prize.



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INTRODUCTION

Kelfecil's Tales is all about strong and deep narratives. We create stories and adventures inspired by art. We believe that well-designed narratives in TTRPGs can be extremely important if we want to create memorable and meaningful stories. For that reason, we put a lot of effort into designing our adventures, so that you and your players can later leave the table with something that will you find difficult to forget.

QUICK ADVENTURE INFO

This adventure is one of the many short adventures we release every week for free. Some quick information about it:

- **Recommended Average Party Level (APL):** 7
- **Experience from Completion:** Can vary
- **General Theme:** Gladiator games
- **Setting:** Any, Starlight Chronicles
- **Time - Sessions to Finish:** x1 session (3-hours)

ADVENTURE SUMMARY

The players find themselves in a series of gladiator fights where the grand prize is the magical blessing of some mysterious crystals.

RUNNING THE ADVENTURE

This adventure is easily adaptable and can easily be run as a One-Shot, as an added adventure in your campaign or as part of the Starlight Chronicles setting created by Kelfecil's Tales.

This adventure takes place during the "Rise of Astromancy" era in the Astral Chronicles timeline and setting.



More information on the custom Kelfecil's Tales campaign setting can be found in the available for free [Of Starlight and Void supplement](#).

BACKGROUND AUDIO

This adventure features audio that will help make your adventure even more dramatic, interactive, and engaging.

Coliseum Adventure

MusicD20 is a TTRPG music composer. You can find their work [over on their Patreon page](#) where they have a wide selection of amazing tracks that can help you make your RPG sessions even more epic!

SPECIAL THANKS

Kelfecil's Tales would like to extend their gratitude to a few people that really helped this module come to life.

- **My good friend and co-writer, Philip** who is always there to give feedback and help me out with anything.
- **All of our Patreon supporters** who continue to give us feedback and all their love and support.

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Patreon supporters get **TONS of weekly exclusives**, such as adventures, side quests, dungeon tales, gamebooks, mini-setting supplements and so much more!

MAPS USED

You can find the maps used in this adventure without the GM notes at the following links:

- [Map: Coliseum Crystal](#)

For more variants and gridless versions of the maps go to [Venatus' Patreon Page](#).



BACKGROUND

The adventure takes place in the north of the Frozen Tundra, close to Angel City where an ancient Coliseum stands to this day. The Coliseum is known for the mystical crystals that surround it. The crystals shine once a year and warriors from all across the realm travel to the Coliseum to honorably fight each other in an effort to claim the power that the crystals hold.

Nobody really knows the truth behind the crystals or their power and it has now become legend as most have decided to let the mystery remain as it is. It serves a purpose that has now become a tradition in the realm of Latakar and everyone prefers it staying this way. There have been many efforts by researchers and mages that tried to understand the crystals but were halted by those who believe the mystery should remain intact.

The following pages will give you enough information to run the gladiator games of the Crystal Coliseum. The most important part of these games are not the crystals themselves, but the warriors that gather at this location for the honorable fights.

RORKE

The toadfolk knight Rorke has served many kings as a bodyguard. He has seen kingdoms fall and rise and yet he still stands.

Bards sing of his accomplishments in the most dramatic manner as many believe he is cursed to forever live in his frog form. The truth is that he was indeed cursed by a hag hundreds of years ago when he tried to sneak into her hut and steal some of her potions.

Rorke has not participated in the Crystal Coliseum games before because he always had duties some place else. He hopes that if he manages to win the games, the crystals might hold enough power to transform him back to his normal form of a drow.

Rorke cannot speak and instead makes toad noises when fighting. He knows a bit of sign language but unfortunately for him, not many others are educated enough to understand him.

Rorke fights with a double-edged spear, an ancient weapon that requires years of training in order to properly use. This allows him to be very aggressive in combat while still maintaining his defense.



MARGALIKUA

Margalikua is an elephantfolk coming from the desert lands of the west. Margalikua or Mar as most call him is a steadfast warrior that has bested many in both duels and other less fair-for-him fights. With his trusted mace in his hands he is able to knock down just about any opponent, smaller or bigger than him.

Margalikua has traveled to the frigid north in order to compete in the legendary Crystal Coliseum games just because he believes that this is the best place to find formidable opponents and for the first time in his life an actual challenge.



SLEAT

Sleat has traveled the lands of the north for almost a year now and has been trying to find a way to escape this fatal existence that he has found himself to be living.

Sleat is an ice elemental created by the mad ice witch Eira. Unlike many of her many elemental summons, Sleat was created to serve her for a much longer period of time. As soon as Eira was tired of him, she cast him out of her fortress and Sleat was forced to roam the land on his own, without purpose.

Sleat is trying to find a way to end his existence but has failed to do so thus far. He has not been able to because the magic that holds him together keeps pulling him back to life. He hopes that by winning the Crystal Coliseum games, he might be able to use the power of the crystals to undo the magic that holds his icy body together.

Sleat uses an ice dagger and an ice mace forged from his own body. Should he ever find either of his weapons destroyed, he can instantly pull new ones out of his body.



TIFIRU GENTLEBREEZE

Tifiru is a human monk from the rainy forests of the east. She has practiced the monk ways for her entire life and has now traveled to the far north in order to find the legendary crystals.

There is legend in her clan that says "she who controls the power of the frozen crystals, shall bring peace to the land". She has interpreted this saying as she best sees fit and therefore strongly believes that the Crystal Coliseum is where she will find the power she seeks.

Tifiru has felt incapable of effectively protecting those around her just because she lacks the power to do so. This is the reason why she has followed this prophetic saying all the way to the north, so far away from her own lands.



ROGA CRAVENSTEEL

Roga is the champion of the Steelteeth clan, a clan of orc warriors who roam the lands of the west. She has been sent to the Crystal Coliseum by her clan in order to fight warriors that may give her a much bigger challenge than anyone else in her own clan.

The Steelteeth clan believe in glory from combat and therefore always tests its best warriors as much as possible. The clan elders found about the Crystal Coliseum games and decided to send Roga on an expedition to take part in those games, hoping that there she will find a real challenge and will be able to take place in honorable combat.

Roga uses the classic gladiator's weapons of choice, a spear and a shield. She has an excellent understanding of melee combat and is as patient as she is steadfast, allowing her to wait out for the perfect time to strike in combat.



ARJUN RYLAN

Arjun is an elite warrior of the famed Angel City guard. Despite Angel City's lockdown and current state of being, Arjun has found a way to smuggle himself outside the city in order to compete in the legendary Crystal Coliseum games.

He wants to take part in the games in order to claim the power of the crystals and with it reinforce the power of the Angel City guard, allowing them to finally convince the city's elders to lower the guard of the city and open it up to the rest of the world.

He believes that his destiny is to protect Angel City and his people at all costs and he will therefore do anything in his power to do so. He believes that if fate has it written for him, he will win the games.

His fighting style revolves a lot around the use of his halberd in order to keep his foes at range while taking stabs at them whenever he finds an opening in their guard.



DJAX'THAM

Djax'tham or Djax as many know him is a dragonborn warrior who roams the realm of Latakar participating in all sorts of fighting and gladiatorial competitions. He has fought in both legal and illegal rings and is always ready for a new challenge.

Djax is known to be the undefeated champion of each arena he has stepped in so he has very little fear as to how the Crystal Coliseum games could go for him. Many of the warriors that will find themselves at the coliseum will most probably have heard of him if they have been close to any major city. Bards sing his name and kings pay good money to see him fight.

Djax uses a big steel mace that helps him crush his opponents into the ground.



ADVENTURE HOOKS

These are a few ways to introduce the adventure into your campaign or to get a one-shot started:

- **The legend.** The adventurers hear from someone about the legend of the crystals and the coliseum where they are located. They are told of the Crystal Coliseum games.
- **Other contenders.** The adventurers meet one of the other warriors that are traveling towards the Crystal Coliseum in order to take part in the games.
- **Visions.** One of the adventurers has a vision of the Crystal Coliseum and it starts calling to them, showing them glimpses of the Coliseum itself and the frigid night when the games usually take place.

THE CRYSTAL COLISEUM

The coliseum itself is a very simple structure but there are a few things you need to know in order to run the adventure with all of the fights there.

- The fights start on the first day of the last week of the year. The crystals start shining with a magical glow and everyone can feel their arcane power as they are pulled towards the coliseum.
- The fights are always one versus one. If anyone is found aiding someone or cheating in general, they are forced out of the coliseum by force. The fights are honorable and anyone who dares break this rule is met with the fury of all the other contestants.
- Anything goes in the arena. Magic, weapons, anything. As long as it can be carried or used by the person fighting, then it is allowed.

- The crystals prevent anyone from dying. The moment someone strikes a death blow, their opponent finds their breath again a few seconds later. The winner of the fight is immediately rejuvenated and fully healed by the magic of the crystals.
- Whoever is defeated is immediately knocked out of the games.
- There is no order or specific way the fighters are matched with one another. Whoever steps into the arena will have to fight someone who is still eligible to win the games. If nobody steps in to challenge the person that is currently in the arena and at least 15 minutes pass, then whoever is in the arena wins the games and is blessed by the magic of the crystals.

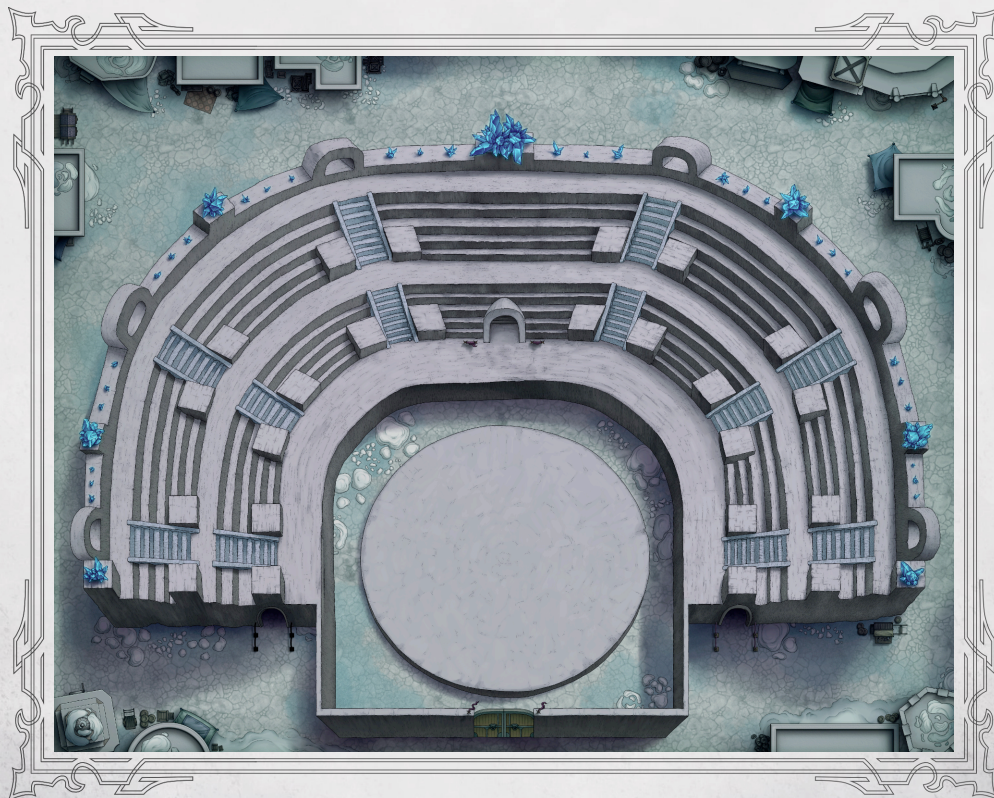
You could have a lot more contenders arrive at the Crystal Coliseum but it is suggested that you have as many as possible from the ones mentioned in this module as they all have a unique story and can impact your world in unique ways depending on how well they do in the games.

THE BLESSING OF THE CRYSTALS

Although completely unknown and unexplainable, the crystals hold immense power. The winner of the games will receive a blessing once they manage to be the last person standing in the arena. The blessing can be something of your own making and choice or can be something like the following:

A Wish

The winner of the games is granted one wish. This acts similarly to the wish spell but is instead regarded as something more powerful than the spell itself and cannot be stopped in any way.



APPENDIX: STAT BLOCKS

Here you will find all of the stat blocks for all the NPCs and monsters involved in the adventure.

RORKE

Medium humanoid (toadfolk), lawful neutral

Armor Class 18 (plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages Common

Challenge 3 (700 XP)

Brave. Rorke has advantage on saving throws against being frightened.

Spear Training. Whenever Rorke attacks only once with his spear on his turn, he gains +5 AC against all attacks against him until the start of his next turn.

ACTIONS

Multiattack. Rorke makes two melee attacks.

Double-Edged Spear. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d8 + 1) slashing damage.

REACTIONS

Parry. Rorke adds 2 to its AC against one melee attack that would hit it. To do so, Rorke must see the attacker and be wielding a melee weapon.

MARGALIKUA

Medium humanoid (elephantfolk), lawful neutral

Armor Class 12 (studded leather)

Hit Points 105 (14d8 + 42)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2

Senses passive Perception 12

Languages Common

Challenge 3 (700 XP)

Aggressive. As a bonus action, Margalikua can move up to its speed toward a hostile creature that it can see.

Mar's Rampage. When Margalikua deals 10 or more damage with a melee attack on its turn, Margalikua can take a bonus action to move up to half its speed and make another mace attack.

ACTIONS

Mace. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (1d6 + 10) bludgeoning damage. If used with both hands, the target must succeed on a DC 14 Strength saving throw or be knocked prone.

Charge. If Margalikua moves at least 15 ft. straight toward a target and then hits it with a mace attack on the same turn, the target takes an extra 4 (1d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

SLEAT

Large elemental (ice), true neutral

Armor Class 14 (natural armor)

Hit Points 52 (7d10 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2

Senses darkvision 30 ft., passive Perception 12

Languages Aquan, Common, Primordial

Challenge 3 (700 XP)

Elemental Regeneration. Sleat regains 10 hit points at the start of his turn if it has at least 1 hit point.

Natural Weapons. Should Sleat ever lose one of his weapons, he can recreate it by spending a bonus action to pull a new one out of his body.

ACTIONS

Multiattack. Sleat makes two attacks, one with his dagger and one with his mace.

Ice Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing + 3 cold damage.

Ice Mace. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning +3 cold damage.

TIFIRU GENTLEBREEZE

Medium humanoid (Human), Lawful Good

Armor Class 15 (leather armor)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	12 (+1)	14 (+2)	14 (+2)	13 (+1)

Skills Athletics +3, Perception +4, Survival +4

Senses passive Perception 14

Languages Common, Elvish, Halfling

Challenge 3 (700 XP)

Rolling Punches. Once per turn, Tifiru Gentlebreeze can deal an extra 5 (2d4) bludgeoning damage to a creature it hits with an unarmed attack if that creature took damage from the previous attack.

Cunning Action. On each of its turns, Tifiru Gentlebreeze can use a bonus action to take the Dash, Disengage, or Hide action.

ACTIONS

Multiattack. Tifiru Gentlebreeze makes two attacks.

Punch Strike. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (3d4 + 1) bludgeoning damage.

REACTIONS

Evasion. If Tifiru Gentlebreeze is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, Tifiru Gentlebreeze instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

ROGA CRAVENSTEEL

Medium humanoid (Orc), Lawful Evil

Armor Class 14 (chain shirt)

Hit Points 76 (9d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	9 (-1)	11 (+0)	9 (-1)

Senses passive Perception 10

Languages Common, Orc

Challenge 2 (450 XP)

Brave. Roga Cravensteel has advantage on saving throws against being frightened.

Reckless. At the start of its turn, Roga Cravensteel can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Brute. A melee weapon deals one extra die of its damage when Roga Cravensteel hits with it (included in the attack).

ACTIONS

Multiattack. Roga Cravensteel makes two attacks.

Spears. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage. If this attack hits, the target must succeed on a DC 15 Strength save or be knocked prone.

REACTIONS

Parry. Roga Cravensteel adds +3 to its AC against one melee attack that would hit it. To do so, Roga Cravensteel must see the attacker and be wielding a melee weapon.

ARJUN RYLAN

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages Common, Dwarvish, Elvish

Challenge 3 (700 XP)

Brave. Arjun Rylan has advantage on saving throws against being frightened.

Elite Guard Training. Arjun Rylan's training as a guard of Angel City has taught him how to study his opponents. Every 2 rounds he spends fighting the same target, he gains +1 AC against all attacks made against him by that target as well as +1 to hit on all of his attacks against it.

ACTIONS

Multiattack. Arjun Rylan makes two melee attacks.

Halberd. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

REACTIONS

Parry. Arjun Rylan adds 2 to its AC against one melee attack that would hit it. To do so, Arjun Rylan must see the attacker and be wielding a melee weapon.

DJAX'THAM

Huge humanoid (Dragonborn), Chaotic Evil

Armor Class 16 (scale mail)

Hit Points 104 (11d12 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	14 (+2)	12 (+1)	10 (+0)

Skills Intimidation +2, Perception +3

Senses passive Perception 13

Languages Common, Draconic

Challenge 3 (700 XP)

Brute. A melee weapon deals one extra die of its damage when Djax'tham hits with it (included in the attack).

Reckless. At the start of its turn, Djax'tham can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

A Feared Gladiator. Djax'tham's reputation is so widespread that all who learn of his deeds fear him. Any creature with less than 12 Wisdom fears Djax allowing Djax to gain +1 to hit on all attacks made against them.

ACTIONS

Multiattack. Djax'tham makes two attacks.

Warhammer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage, or 9 (1d10 + 4) bludgeoning damage if used with two hands.

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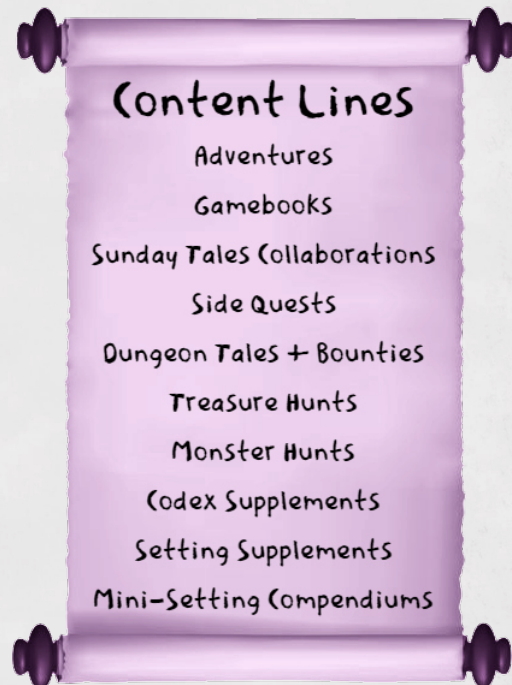
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AFTERWORD

Thank you for taking the time to download, read and maybe even play this module. Every story I write, every character I create, every comment you leave on my posts, every piece of feedback I receive, everything is motivating me to write more. I am loving every moment I put into this and I have all of you to thank for this. Thank you for your support.

I would like to thank all of the creators involved in this work for allowing us to use their work to bring this adventure to life.

