

The background is a solid green color. There are several white, thick, curved lines scattered across the page, resembling stylized architectural elements or abstract shapes. One large curve is in the top right, another is on the right side, and a third is in the bottom left.

# *Coliseum City*

Orion D. Black

# Outline

In the sprawl of Colliseum City, a crew of adventurers set out on a race through the desert for a shot at the grand prize.



Zoom through the desert with your hotrod to claim your prize



LEVEL  
**1**  
25 min.



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# Scene 1

## PROMPT

The collected towers of dust and oil sitting on the blurry horizon are called Coliseum City. An expansive, seemingly endless maze of trials challenge your fate. You hail from a tiny village far from here, bringing nothing to the starting line but your juiced up ride you outfitted from spoiler to grill in order to win this race.

You see Thrak going from racer to racer, entering their information into the database. Thrak slithers over and inputs your registration information into a terminal. The faces of you and your friends appear on the scoreboard as an announcement hits the starting point: "Wheeler to all cars. Wheeler to all cars." Thrak asks you, "What be your name, Wheeler? And what fancy hotrod ye got there?" Take turns introducing yourselves, and describing your ride.

## FREESTYLE

Move on to the next scene when all players have introduced themselves and their hotrods.

## QUICK TIP:

Since this is **LEVEL 1**, Players can use the **LEVEL 1 ABILITY** on their **ABILITY CARD**.

## QUICK TIP:

Players' characters are the combination of their **CREATURE CARD** and **ABILITY CARD**, so they can draw from anything on those cards, or come up with their own idea.

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# Scene 2

## QUICK TIP:

If players don't succeed at first, encourage them to try another way.

## PROMPT

Engines rev and roar as the dust rises to meet the cheering of the crowds. Nothing but the smell of hot metal and burning fuel scent the air. RED... YELLOW... GREEN! The starting line explodes into a cloud as you take off into the challenges within Coliseum City.

Take turns describing the tricks, traps, and dirty drivers you have to deal with as you race to the finishline. You can use your special abilities, or come up with your own way to use your **STRENGTH**, **MAGIC**, or **SMARTS**. When you have an idea for what to do, flip all of your coins of that color. If you use a special ability, flip extra coins based on the bonus. For example, if you have **7 STRENGTH COINS**, and your special ability says **+2 STRENGTH**, flip **9 PURPLE COINS**.

## FREESTYLE

Move on to the next scene after the players overcome the struggles of the race. This is a medium difficulty task, so it takes **AT LEAST 4 HEADS** for the players to succeed.

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# Scene 3

## PROMPT

Dirt, dust, and bits of some creatures you really don't want to identify, are smeared across the side of your hot rod. Your ride sits in tatters, barely holding itself together under the unforgiving sun. A yard behind you, the finish line. Masses are running toward you, cheering your name. They lift you into the air, tossing you about in glory, and carry you toward The Bronze Throne.

Less than a handful of your kind have kneeled where you now reside, under the sharp and powerful aura of The Monarch. "You raced as though Baphomet of the Nine Hells nipped at your heels, and won with the glory of one who turned to face him, and found victory." The crowd erupts again. The Monarch raises a hand and silence falls with immediacy.

"As we of this land know, and have honored for century upon century, your reward is at hand. Not these people, nor I, nor the Many Gods can deny you. WHEELERS. WHAT IS YOUR WISH?"

**GAME OVER. YOU WIN!**