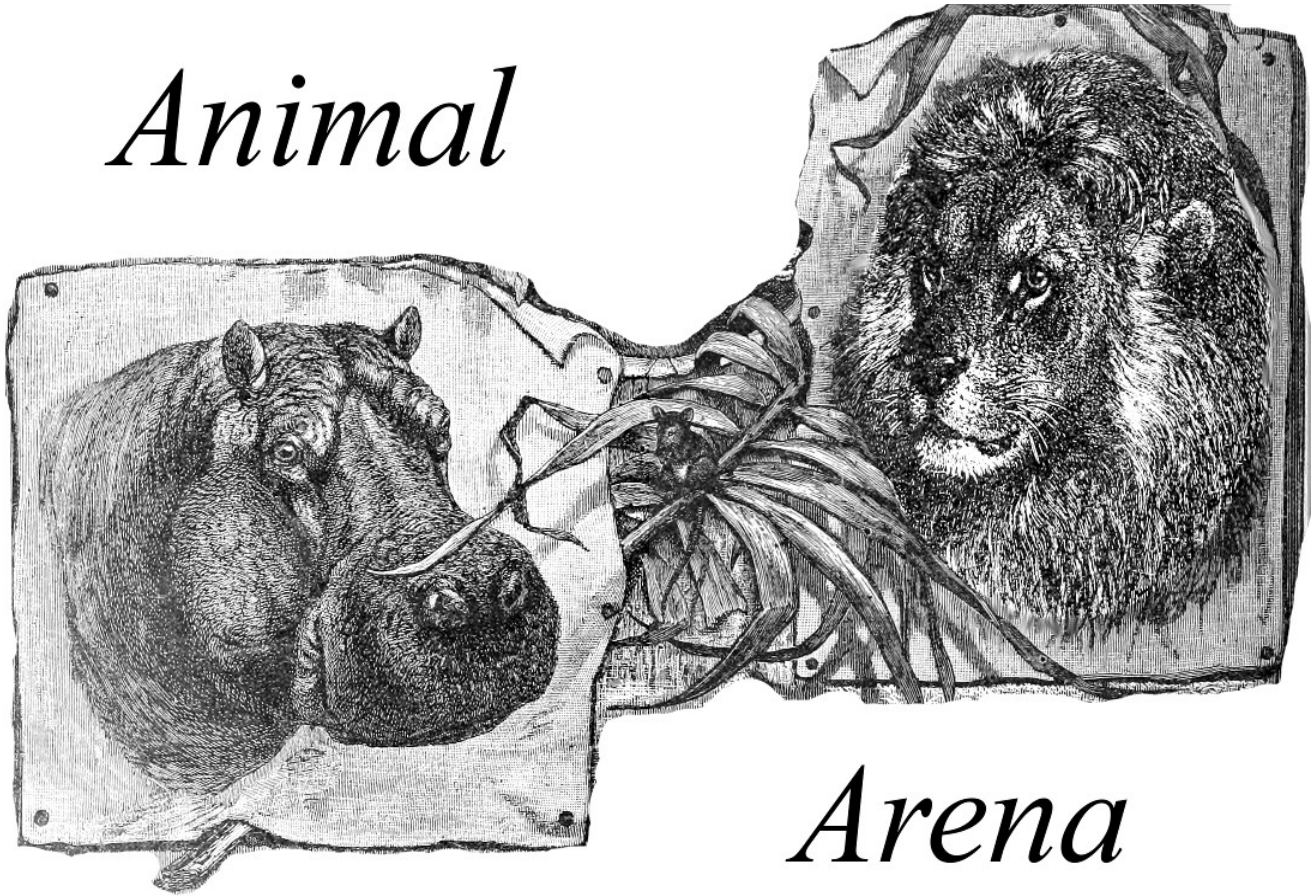


# *Animal*



# *Arena*

Resplendent in silks and hennaed patterns, radiant with gilded hooves and tusks, the animals are led into the amphitheater to the peal of bells and horns. And those placed together are often so exotic and absurd, it all seems more a holy pageant sacrifice or display of decadence than a fighting event.

## **Rules**

Dice are rolled for each animal. The higher number wins. There are three rounds. Winning two rounds out of the three wins the bout.

Larger or more dangerous animals will roll a larger die. The die progression is  $d4 > d6 > d8 > d10 > d12 > d20 > d30$ . Groups of animals will roll multiple dice at once,  $3d4$  or  $3d6$ , depending on how dangerous they are.

Losing a round wounds an animal and reduces its attack dice. If the losing side is a group, it rolls one less die for the next round. If the loser is a single animal its attack dice will drop one on the progression. For example, a  $d20$  loses and becomes a  $d12$  the next round.

Some chart results also alter the attack dice. Those marked with + indicate one die higher up the progression. Those with a - indicate one die lower. Venomous animals win ties. These creatures are marked with a v.

If an animal loses two rounds in a row but happens to roll the exact same number on the second round, it manages a stunning reversal and actually wins that second round.

## **Betting**

Bets are made after the first animal is introduced, at the end of round one, and at the end of round two. Payoff amounts are:

1. Camel	d6	
2. Black Bear		d12
3. Grizzly		d20
4. Polar Bear		d20
5. Moose		d12
6. Water Buffalo		d20
7. Panda	d6	
8. Leopard		d12
9. Penguins	3d4	
10. Dolphin	d6	
11. Hammerhead		d20
12. Orca		d30
13. Octopus		d12
14. Alligator		d12
15. Crocodiles		d20
16. Cobras	3d4 v	
17. Rattlesnakes	3d4 v	
18. Boa Constrictor		d12
19. Ass	d6	
20. Unicorn		d8
21. Bighorn		d8
22. Zebra	d6	
23. Bison		d12
24. Baboons	3d6	
25. Cheetah		d10
26. Koala	d4	
27. Scorpions	3d4 v	
28. Monitor Lizard		d20
29. Jelly Fish	3d4 v	
30. Bull		d12
31. Black Panther		d12
32. Giraffe		d12
33. Elephant		d20
34. Orangutan		d8
35. Gibbons	3d4	
36. Sloth	d4	
37. Wolves	3d6	
38. Hyenas	3d6	
39. Gorillas	3d6	
40. Jackals	3d4	
41. Mastiff		d12
42. Chimpanzee	d6	
43. Tiger		d20
44. Okapi	d4	
45. Alpaca	d4	
46. Lion		d20
47. Kangaroo		d8
48. Thylacine		d10
49. Wolverine		d12
50. Rhino		d20
51. Hippopotamus		d20
52. Ostrich	d6	
53. Sharks		d30
54. Wolf		d8
55. Chimpanzees	3d4	
56. Spirit Bear		d12
57. Boar		d12
58. Liger		d30
59. Yak	d6	
60. Wildebeest	d6	
61. Kudu	d6	
62. Narwhal		d12
63. Walrus		d12
64. Seal	d6	
65. Great White Shark		d30
66. Flamingos	3d4	
67. Kraken		d30
68. Jaguar		d12
69. Wasps	3d4	
70. Quagga	d4	
71. Moa		d10
72. Eagle	d6	
73. Piranha		d20
74. Yeti		d12
75. Mastiffs		d20
76. Tortoise	d4	
77. Wose		d8
78. Orangutans	3d6	
79. Silverback		d20
80. Army Ants	3d4	
81. Centipedes	3d4 v	
82. Lions		d20
83. Hippopotami		d30
84. Seals	3d6	
85. Electric Eel		d12
86. Koalas	3d4	
87. young Elephant		d12
88. Monitor Lizards		d20
89. Pandas	3d6	
90. Ostriches	3d6	
91. Crude Clockwork	d4	
92. Marionette		d8
93. Hairless/Featherless		<i>Roll Again</i>
94. Staked/Tethered -		<i>Roll Again</i>
95. Armed +		<i>Roll Again</i>
96. Hooded -		<i>Roll Again</i>
97. Armored +		<i>Roll Again</i>
98. Trained +		<i>Roll Again</i>
99. Albino		<i>Roll Again</i>
100. Paired		<i>Roll Again Twice</i>