

At the colosseum of Mazoe, center stage is the thunderbowl, a concave, circular arena with drains. Weapons surround the outer ring. Bleachers hold spectators, and screens are all over. Entrance and exits through the gift shop, with refreshments available in alcoves. We are accosted frequently by people offering personal training, gym memberships, protein bars. The sound of blenders is a constant drone.

All the available weapons are bludgeoning, though some are in the form of other weapons, like axes with dulled blades. There is a disproportionate number of medics around, with people being treated at all times. Resetting of bones, chiropractic adjustments, Joe Theismann-esque surgeries.

There is no real organization, but that upon entrance we each get a stamp on our hands. No direction is given, but what we already heard at the Lady's Ladle.

Izar and Hrothulf look about for rules. Darnit tries to remember where they may be, but it seems like it's kind of just something you grow up knowing.

Ego makes herself look as small and unassuming as possible.

As we learned at the Lady's Ladle, we all have to fight. Izar gets to choose who to fight due to his Brawl of Fame Crown. Everyone else will get matched up with someone. The bowl itself contains an antimagic field. Tapout or knockout. Hrothulf learns he will be required to relinquish his armor when he enters the bowl. There are lockers available.

There are also bookies taking bets all around. Colosseum tokens are used for betting, which can then be used to get what you want at the end, *a la* Chuck E. Cheese.

There are six gates equidistant from one another on the circle to enter the bowl, and each has a placard that is thoroughly worn that you slap on the way in, but each explains what we've learned (No magic. No bladed weapons. Observe the tapout of your opponent.). The very bottom has a shiny glossy print from all the touches and has been re-etched: "In the Courage of Mazoe, Vanquish".

The floor seems to be some kind of stone, but the topography alters with every battle. It feels to the touch like what they changed a lot of gyms to. A little foamy, but still slaps, still a little hard. It seems like it's controlled by some mechanism underneath, with things rising and falling, but not clear what determines how it will be.

A lot of chads, gym-bros, dudes who look like they want to look like they work out more than they work out.

Few people actually seem so interested in what's going on, but many are betting, and there is much chatter in the bleachers.

There don't seem to be classically religious looking people around. Those who work here are wearing matching polos. Some opt to wear the visor.

The current fight comes to an end as a lady dwarf (handle: Thunder Thighs) has a super-muscular gnome in a scissor lock that he eventually taps out on.

The ring around the bowl flashes red, then flashes green, as the last bout has finished. The screens light up with 83 on one side, and 41 on the other. And we see a mighty dwarf with a big red beard go "YEEAAAH LETS DOO THIIIISSS", as the 83 green stamp on his hand glows. A similarly steroidal dwarf comes in to meet him on the other side, as the floor shifts to a significant high ground on one side. The dwarves enter, the doors shut, and the lights flash. The crowd all chants, "In the courage! Of Mazoe!" 83 is getting the bulk of the bets.

The fight is basically the two dudes throwing haymakers with no strategy, like every punch is meant to be a knockout punch. The weapons surrounding hang on the walls, including shields and kendo sticks. As 'Roid is proving himself to be the lesser of the two, he does try to even the odds by grabbing a wooden pike off the wall. Red opts not to match that, and there's a tension between the crowd and 'Roid as to whether he's lay the pike back down as seems to be the honorable thing or hold the advantage. He holds onto it, and there are some boos, though no other consequences. He's pretty winded, and is mostly using it to buy himself some space. In a twist of fate, Red uses that pike against 'Roid, knocks it over his head, and the fight is over. The lights flash, stretchers come in for 'Roid, and Red runs about and taunts the crowd.

Red has the option of staying for another fight or leaving. Instead of another combatant selected, it's open to volunteers, and pillars of blue light come down that a volunteer can scan their number on. Darnit volunteers!

On entering, Darnit makes eye contact with Red, looks at the weapons, and looks back at Red. Red indicates no weapons. The battlefield shifts, with two significant mounds twenty feet tall, and a dip ten feet down. No longer can Darnit and Red see each other.

"In the Courage. Of Mazoe. Vanquiiishhhh!" bellows throughout the building.

Ego places some bets on Darnit.

Darnit strategically climbs to one of the highest points, clumsily squeaking over the first ten-ft wall but more deftly maneuvering the next. Red doesn't seem to see Darnit, as he has turned the other way. Red slips behind the other mound and Darnit loses track.

Darnit bounds atop the other mound impressively, and the crowd goes wild. Piercing through the voices of the crowd, Darnit hears Izar, and his heart is strangely warmed.

Red seems to not know where Darnit is. He's gone all around and is screaming, "Come down and face me, wherever you are. Show yourself, coward!"

Darnit calls back, "You're the one that has to come face me!"

Red seems amenable, in spite of Darnit's considerable high ground advantage.

Red, about 5'8" and trying the wall for the first time, has his hand slip and he isn't able to get past the first level. He's clearly embarrassed, and there's some audible laughter from the crowd. Darnit times it so that, when Red jumps, as soon as he misses and slips, Darnit jumps down like a cannonball and punches him off the level he has ascended. Red's eyes bug out in pain, as he shuffles off to the side and falls to the drain.

Red looks up at Darnit and grabs a (blunt) longsword off the wall. He's holding it with two hands (like an amateur). Darnit goes to the wall and takes a shield and a hammer. Red charges at a full sprint and comes at him with another massive haymaker. After a few hits, the shield cracks.

Darnit throws the broken pieces of shield at Red and uses that motion to wind up his hammer. The shield hits Red under his eye, Darnit swings for the knockout blow, hits just under the chin, and Red is out!

Bells ring, lights flash, and a centaur drags Red out. Darnit has the option of another round, but he hangs up the hammer instead.

The lights go yellow and a golden hue rises as the Lady's Ladle Champion is up (Izar!). He has his choice of opponent. Izar chooses Ego. Ego tells Izar not to worry -- if she breaks anything she can most likely fix it in some form. Izar goes by BionicPsionic69. Ego by EgoManiac420. Izar leaves his cloak with Hrothulf.