

D&D 5E Battle Royale Template by Knights of Roleplay (2-3 hours of play time)

GENERAL RECOMMENDATIONS:

- 6th, 7th, or 8th level PCs (player characters).
- Use a small, gridded map to reduce chasing (maybe 24 squares max per side).
- Enclosed battlefield with 30 foot ceilings to balance the advantage of flying creatures.
- Structures placed to give cover from flying creatures (including inside of structures).
- Hazards: Static and lair action (variety of damage types, obscuring phenomenon, etc.).
- Use team play to lessen the time a player spends just watching after their PC dies.

PLAYER INFO (use this section and the magic item list for an email or handout):

- Make __th level characters, using point buy for abilities, with maximum hit points.
- All content is allowed from officially published 5E D&D sources.
- All non-magical equipment and all spell components are available.
- PCs can only control a SINGLE CREATURE (familiar, summoned monster, etc.).
- 6th level PCs: Add 20 hit points to your maximum hit points (6th level PCs only).
- 7th-8th level PCs: To avoid spells that take a PC out of the fight, **Banishment** and **Otiluke's Resilient Sphere** cannot target any PCs. **Polymorph** can only target a creature that is not an enemy PC (familiars, monsters, yourself, a teammate).
- There will be hazards, both static and from lair actions.
- 3 Potions of Healing are allowed for free (bonus action to use, heals $2d4+2$ hit points).
- Select 2 magic items from the provided list.

OPTIONS FOR MAGIC ITEMS: Items can be chosen once, unless its description says otherwise. Attunement occurs when chosen. Manuals and Tomes give an immediate bonus.

- Armor +1 (any armor, additional +1 to AC).
- Boots of Speed (2x speed, disadvantage opportunity attacks, requires attunement).
- Bracers of Defense (+2 AC while wearing no armor and using no shield, requires attunement).
- Manual of Bodily Health (+2 Constitution score).
- Manual of Gainful Exercise (+2 Strength score).
- Manual of Quickness of Action (+2 Dexterity score).
- Pearl of Power (1 use, action to use, regain spell slot of 3rd level or lower, requires attunement by a spellcaster).
- Potion of Superior Healing (bonus action to use, heals $8d4+8$ hit points, this item may be chosen twice).
- Ring of Protection (+1 AC and saving throws, requires attunement).
- Stone of Good Luck (+1 ability checks and saving throws, requires attunement).
- Spellcasting Focus +1 (+1 spell attacks, requires attunement by a spellcaster).
- Tome of Clear Thought (+2 Intelligence score).
- Tome of Leadership and Influence (+2 Charisma score).
- Tome of Understanding (+2 Wisdom score).
- Weapon +1 (any weapon, +1 attack and damage rolls, this item may be chosen twice).

STARTING LOCATIONS: Devise a way to separate the battlefield into sections (maybe four or six dungeon tiles, 8x8 squares each) that will correspond with the numbers on a die (d4/d6/etc.). Have each player roll for initiative, being sure to include the lair action in the initiative order on 20. Following initiative order from highest to lowest, have the players roll for their character's starting location. For team play, have one roll per team. Ignore duplicate rolls until all starting locations are occupied. The player(s) can place their character(s) in any square of their starting location, including inside structures. Using this method, the player(s) with the lowest initiative will place their character(s) last, which could offer a strategic advantage.

OPTIONS FOR LAIR ACTIONS: On initiative count 20, losing ties. Lair actions affect the entire battlefield, including inside of structures. Roll 1d10 to determine which lair action takes effect each round. Each lair action is used only once (reroll duplicate results). Mark the circles to show which have been used. Once the lair actions have been exhausted, Wracking Pain is used at the end of a PC's turn (see below). All PCs know the details of each lair action that is currently in effect, even if the effect is not obvious.

1. **O Battle Frenzy:** Each PC may take an additional action OR bonus action on their turn.
2. **O Enhanced Dexterity:** Dexterity based attacks made by PCs deal an additional 5 damage.
3. **O Faerie Fire:** PCs glow brightly. Attack rolls against them are made with advantage.
4. **O Fog:** Fog manifests on the battlefield, including inside structures. While in the fog:
 - a. Wisdom (Perception) checks that rely on sight are made with disadvantage.
 - b. Passive Wisdom (Perception) scores have a -5 penalty.
 - c. Visibility is limited to 30 feet.
 - d. Attacks beyond 5 feet are made with disadvantage.
5. **O Brute Force:** PCs who shove a creature can move the creature up to 20 feet.
6. **O Magical Potency:** The difficulty class for spell saving throws increases by 5 for spells cast by PCs.
7. **O Random Teleport:** Each PC teleports in a random direction, to an unoccupied space, determined by rolling 1d8 for a small/medium creature (1d12 for large, etc.). The PC must teleport as far as possible, up to a maximum of 30 feet. Reroll the direction if no teleport is possible. PCs can teleport through walls, but not off the battlefield. You may allow PCs to teleport into hazards if you want to increase the difficulty of this lair action.
8. **O Rush of Speed:** PCs increase their speed by 30 feet on their turn.
9. **O Spell Fury:** Spell attacks made by PCs deal an additional 5 damage.
10. **O Surge of Strength:** Strength based attacks made by PCs deal an additional 5 damage.

WRACKING PAIN: Each round after the 10th, at the end of a PC's turn, the lair forces that PC to make an unmodified saving throw, DC 10. The PC takes 3d6 untyped damage on a failed save, or half as much on a successful save. This damage cannot be avoided in any way. This is a feature used to avoid people chasing each other around for an extended period.

OPTIONS FOR HAZARDS AND OTHER BATTLEFIELD FEATURES:

- **Additional Magic Items:** Sparingly. PCs looking for magic items can slow game play.
- **5 Foot Structures:** Moving onto a 5 foot structure counts as difficult terrain unless the creature is large or larger. Each foot of movement in difficult terrain costs an extra foot.
- **10 Foot Structures:** A medium or smaller creature climbing a 10 foot structure must succeed on a DC 15 Strength (Athletics) check due to the smooth surface. Each foot of movement costs an extra foot. A failure means the creature can't get a hand hold and can't climb the structure using any of their remaining movement for the turn. A large or larger creature can use 10 feet of movement to climb onto a 10 foot structure.
- **Acid:** A creature that enters a space of the acid for the first time on a turn, or ends its turn there, must make a DC 15 Dex saving throw. On a failed save, the creature takes 3d6 acid damage or half as much on a successful save.
- **Blue Glyphs:** Instantly teleports a creature to any square of a different blue glyph. The act of teleporting costs no additional movement.
- **Brazier:** A creature that enters a space of the brazier for the first time on a turn, or ends its turn there, must make a DC 15 Dex saving throw. On a failed save, the creature takes 3d6 fire damage or half as much on a successful save.
- **Debris:** All debris is considered difficult terrain.
- **Noxious Cloud:** A creature that enters a space of the cloud for the first time on a turn, or ends its turn there, must make a DC 15 Con saving throw. On a failed save, the creature takes 3d6 poison damage or half as much on a successful save.
- **Skull Glyph:** A creature that enters a space of the glyph for the first time on a turn, or ends its turn there, must make a DC 15 Con saving throw. On a failed save, the creature takes 3d6 necrotic damage or half as much on a successful save.
- **Spider Webs:** A creature that enters a space of the web for the first time on a turn, or ends its turn there, must make a DC 15 Dexterity saving throw to avoid being restrained. A restrained creature can use its action to make a DC 15 Strength (Athletics) check to break free. The webs are flammable. Any 5 foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.
- **Spike Pit:** 10 feet square, 5 feet deep. If a large or smaller creature enters a square of the pit, they must make a DC 15 Dex saving throw (huge and larger creatures are unaffected). On a failed save, the creature takes 3d6 piercing damage and falls prone inside the pit. On a successful save, the creature takes half damage and is not prone, but is still inside the pit if it is medium size or smaller. A medium or smaller creature can climb out using 10 feet of movement, which puts them in a square adjacent to the pit. A large creature uses only 5 feet of movement to climb out.

PARTICIPANTS AND RESULTS:

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