



WIZARDUNKNOWN'S BATTLEGROUNDS



DUNGEONS & DRAGONS

A Battle Royale Module for 5th Edition

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WIZARDUNKNOWN'S BATTLEGROUNDS

Acquisitions Incorporated ran a Battle Royale mod for D&D 5th Edition, heavily inspired by popular video games such as PUBG & Fortnite. That game used several props, but this module was created so it could be run with material most DMs already have on hand.

ABOUT THIS MODULE

For those unfamiliar with the Battle Royale format, the idea is 100 combatants jump onto an island battlefield. They must seek out equipment to survive against other combatants. After a set amount of time, a deadly circle will begin to constrict the battlefield, forcing combatants into a smaller area where they're more likely to encounter one another. Last party standing wins!

Accordingly, this document contains rules for a one-shot, combat-heavy scenario with limited opportunity for roleplay or storytelling.

The scenario is balanced around a party of 9th level 4 players. However, it should work well for parties of 3-6 players anywhere between level 5-12. If your players are significantly higher or lower than level 9, consider adjusting the DCs and damages listed in this document.

IMPORTANT NOTE:

This now has been playtested, however, DMs using these rules should feel free to modify, add or ignore them.

ADVENTURE HOOK

Players wake up in the middle of the air and hear WizardUnknown's voice introduce himself and explain the rules of his battlegrounds.

THE BASICS

The DM will need a few tools to run this adventure.

THE MAP

The DM will need to provide a map of the battlefield that the players will be able to reference at any time. It should be in the shape of an island and be overlaid by a grid. A good starting point for grid size when laid over the island might be roughly 25x25. Feel free to slightly adjust this in either direction. Choose at least five 2x2 squares on this grid to act as **special areas** spaced several squares apart from one another. An example is provided in appendix C.

A token will be helpful to note the party's location on the map. Splitting the party is not recommended, as it would make running the scenario significantly more complex.

THE TIMER

At the start of the scenario, the DM will start a timer and be sure to make it visible to the players. Several aspects of this scenario are tied to the time.

The DM can stop the timer at their discretion. Some good reasons to do so might include bio breaks, refilling drinks & snacks, or the DM taking time to handle logistics (preparing enemies, battle maps, marking initiatives, etc.). When the timer is paused, no actions may be taken by the party.

THE COMBATANT TICKER

The DM will need to keep track of the number of remaining combatants. It begins at 100 and ticks down at an interval determined by the DM. A default rate of one death every 2 minutes is recommended thus creating a game experience of about 3 hours.

DEATH MILESTONES

Deaths	Time elapsed
5	10 minutes
8	16 minutes
15	30 minutes
23	46 minutes
30	60 minutes
60	120 minutes
90	180 minutes

THINGS PLAYERS SHOULD KNOW:

A naked scenario is unusual in most D&D games, so players would do well to review a handful of seldom-used rules beforehand. Include the following:

- How **unarmed strikes** work.
- Their AC is different since they have no gear (Unarmored AC is 10 + Dex modifier)
- If they're not carrying a weapon corresponding to their class they will not have access to their spells or specific abilities.

VICTORY CONDITIONS

When the number of non-player combatants is less than or equal to the players' party size, the next travel event will always be an encounter with an enemy party, making up the final battle.

If the players' party are the only combatants remaining, winner winner beholder dinner!

THE START

The party begins the scenario completely devoid of gear that isn't explicitly granted by a class feature (Wizard's Spellbook, Warlock pact stuff, etc. Establish what counts as this with the players before the scenario begins, e.g. Cleric's Holy Symbol or Bard's instrument).

They'll have access to a map of the arena and may choose a landing site. At this point, the DM starts **The Timer**. One party member must now make a Dexterity (Acrobatics) check to try to land in the chosen square with his whole group, an island-wide Featherfall spell will land them safely. You can use a d8 to determine the direction the party is sent to if they don't land on their target.

LANDING

Check Total	Landing zone
1 – 5	Land 2 squares off-target
6 – 14	Land 1 square off-target
15+	Land exactly on target

DETERMINE DIRECTION

d8	Direction
1	North
2	Northeast
3	East
4	Southeast
5	South
6	Southwest
7	West
8	Northwest

All players are assumed to have benefitted from a long rest before the scenario starts, and they should have all hit dice, spell slots, and any other expendable feature available.

Characters who need to do so are allowed to prepare their spells beforehand, but they aren't allowed to cast anything in advance. Companions granted by various spells (Find Familiar, Find Steed, Animate Dead, Simulacrum, etc) do not come along. Companions and items explicitly granted by class features are allowed along, however.

POST LANDING

ACTIONS

Once the party is on the map, they can take one of the following actions in each square they visit.

EXPLORATION

Everyone in the party can roll a Wisdom (Perception) check to search for loot in the square they're in. On a natural 20 they get a legendary item.

LOOT

Check Total	Result
1 – 7	Item of lowest quality is found
8 – 12	Item of 1d6 quality
13+	Item of 1d6 quality (Roll twice & keep highest)

The square is now marked as **searched**, and any further searches in that square will yield items of quality 1d4 - 2.

QUALITY

d6	Tier	Hit	Damage	Durability
1	Junk	+0	1d6	2
2 – 3	Common	+2	1d8	3
4 – 5	Rare	+4	2d6	4
6	Legendary	+6	2d8	∞

Durability makes players explore other areas rather than just sticking to the best items they find for the whole game, leading to more events happening in the match. Players should be allowed to use skills other than Perception to locate stuff.

JUNK ITEMS

d8	Item
1	A rock that looks kind of like a dog
2	An empty basket
3	A shiny button
4	Broken frying pan
5	Stupid mace
6	Trash short bow
7	Worthless quarterstaff
8	Dumb rapier

Items 1 - 6 deal 1d4 damage instead of the default value.

EQUIPMENT

Players can only hold 4 items at a time, any item discarded magically disappears from the island and can't be recovered. Quarterstaff items are *spellcasting focus*. Note that potions can be consumed upon discovery.

COMMON ITEMS

d4 Item

- 1 Sweet-Ass Warhammer
- 2 Decent Rapier
- 3 Cute Quarterstaff
- 4 Handy Crossbow

RARE ITEMS

d10 Item

- 1 – 2 Heal Potion
- 3 – 4 Splendid Rod
- 5 Terrific Maul
- 6 – 7 Long Bow
- 8 – 9 Great Sword
- 10 Shield Potion

Heal Potion. Restores 1d12 HP.

Shield Potion. Gives 1d8 temporary HP.



LEGENDARY ITEMS

d6 Item

- 1 Rapping Rapier Yo!
- 2 Maul of the Year
- 3 Golden Scimitar
- 4 360° No-Scope Longbow
- 5 Chief of Staff
- 6 Frying Pan of Deflecting Missile

Frying Pan of Deflecting Missile. A player or NPC attacking someone carrying this item has to succeed on a DC 10 Dexterity saving throw, if they fail, the damage dealt is deflected to the attacker.

TRADING

As a free action, players can trade any item they have between party members. Once the trades are completed, roll once on the **Events** table.

MOVE

The party moves a single square in any cardinal direction (North, South, East, or West). Diagonals aren't allowed. Once moved, roll once on the **Events** table.

Move fast. Everyone in the party rolls a Constitution (Athletics) check. If at least the half succeeds, you've successfully moved quickly. Move two squares and roll on the **Events** table once. If the group fails to meet or beat that DC, move one square and roll on the **Events** table with -1 (increasing the likelihood of a bad result). Players may call out class features or spells that can aid them with moving quickly. The DM may reduce the DC based on how effective they think it would be.

EVENTS

d4 Difficulty

- 1 Pain-in-the-Ass Event
- 2 Time-Consuming Event
- 3 – 4 Nice Event

PAIN-IN-THE-ASS EVENT

d4 Event

- 1 Encounter with hostile party
- 2 Lingering fog that has assumed humanoid form
- 3 Witch® Streamer
- 4 Crazy Lone Rando

TIME-CONSUMING EVENT

d6 Event

- 1 Blessing of unicorns
- 2 Cloud of poison
- 3 Wild arrows
- 4 Quicksand
- 5 Hidden pit
- 6 Collapsing Ruins

NICE EVENT

d4 Event

- 1 Open Field
- 2 Abandoned campsite
- 3 Glowing obelisk
- 4 Treasure chest encased in crystal

Stat blocks for the NPCs in these tables are provided in appendix A. Traps, hazards and other events are described in appendix B.

SPECIAL AREAS:

Some areas on the map are known to host quality treasure. Searching these areas promises valuable rewards, but other combatants will be after them as well! These will be noted on the map and given a foreboding name by the DM. These areas should each have noteworthy properties to make them stand out, and you can add those with some simple mechanics. One example might be making one area a cave system that gets no natural light. Another area could be obscured by fog. It could consist entirely of difficult terrain, relevant when combat breaks out. The environment could be peppered with hazards, causing damage to anyone forced to start their turn near one in combat.

TREASURE

STRAHD'S STATUE

DC Event

- | | |
|----|---|
| 5 | Players see a statue |
| 10 | Players see the statue is holding a goblet |
| 15 | Players can see fangs in the statue's mouth |

>If the players put blood in the statue, a chest appears from the base of the statue.

DEADLY CIRCLE

As the players land, the DM will designate a circle of safety on the map. After minute 20 the battleground will begin to be constricted by a wall of **green flame**, forcing combatants into a smaller area. Players inside the **green flame** will take the following damage every turn they are in that zone.

GREEN FLAME

Deadly Circle	Damage
15x15	1d4 fire damage
12x12	1d4 +1 fire damage
10x10	1d6 fire damage
8x8	1d6 +2 fire damage
5x5	1d8 +1 fire damage
2x2	2d8 fire damage

Players can make Constitution Saving Throws (DC 14) to halve the damage they take.

The amount the circle shrinks each time is up to the DM, but a good rule of thumb is make each circle roughly 3/4 as large as the previous one. For ease of tracking this, is useful thinking in terms of squares on the map.

DEADLY CIRCLE MILESTONES

The first **Explore** action inside a special area will find, automatically, a treasure chest. Inside, each member of the party will find an item of rare or legendary quality. Players can attempt to explore other squares of the same special area to potentially find additional treasure. The DM should prepare a handful of small scenarios that can be solved with one or two skill checks or a low level spell and award a chest if they succeed.

EXAMPLE SCENARIO

The party makes a Wisdom (Perception) check in the Special Area.

Safe Circle	Constriction	Time elapsed
19x19	Grace period	0 minutes
	Starts	20 minutes
	Ends	30 minutes
14x14	Starts	50 minutes
	Ends	60 minutes
10x10	Starts	80 minutes
	Ends	90 minutes
7x7	Starts	110 minutes
	Ends	120 minutes
5x5	Starts	140 minutes
	Ends	150 minutes
2x2	Starts	170 minutes
	Ends	180 minutes

However, the DM can decide when to make a reduction to aid roleplay or heighten the sense of surprise and pressure. Also, the DM can decide to move the Deadly Circle to the farthest side from the players to create more travel events.

APPENDIX A

MONSTERS



LINGERING FOG THAT HAS ASSUMED HUMANOID FORM

Medium elemental, neutral

Armor Class 11
Hit Points 15

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	6 (-2)	10 (+0)	4 (-3)

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Languages Auran

Toxicity. The fog can enter a hostile's creature space and suffocate them, players must make a Constitution Saving Throw of DC 10 or be poisoned taking 1d4 poison damage every turn.

Actions

Slam. Melee Weapon Attack: +2 to hit, one target.
Hit 7 (1d8+2) bludgeoning damage.

WITCH® STREAMER

Medium humanoid, chaotic evil

Armor Class 12
Hit Points 25

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	7 (-2)	14 (+2)	6 (-2)	20 (+5)

Condition Immunities anxiety

Languages Memean

Witch® Prime User. Access to all Witch® Prime exclusive content.

Rage quit. When it reaches OHP it disappears leaving no loot.

Actions

New-Sub Celebration. Melee Weapon Attack: +4 to hit, one target. *Hit 5 (1d6 + 2) piercing damage.*

HOSTILE PARTY

Large humanoid, chaotic neutral

Armor Class 15
Hit Points 48

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	14 (+2)	14 (+2)	14 (+2)

Condition Immunities grappled, restrained, paralyzed
Languages Common

Pack Tactics. These guys work together. Like super well, you don't even know. They can take the *Atomic Death Slam* action twice per round.

Actions

Atomic Death Slam. Melee Weapon Attack: +4 to hit, reach 5ft., two targets. Hit 6 (1d8 + 2)

CRAZY LONE RANDO

Medium humanoid, chaotic neutral

Armor Class 12
Hit Points 20

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	9 (-1)	9 (-1)	10 (+0)

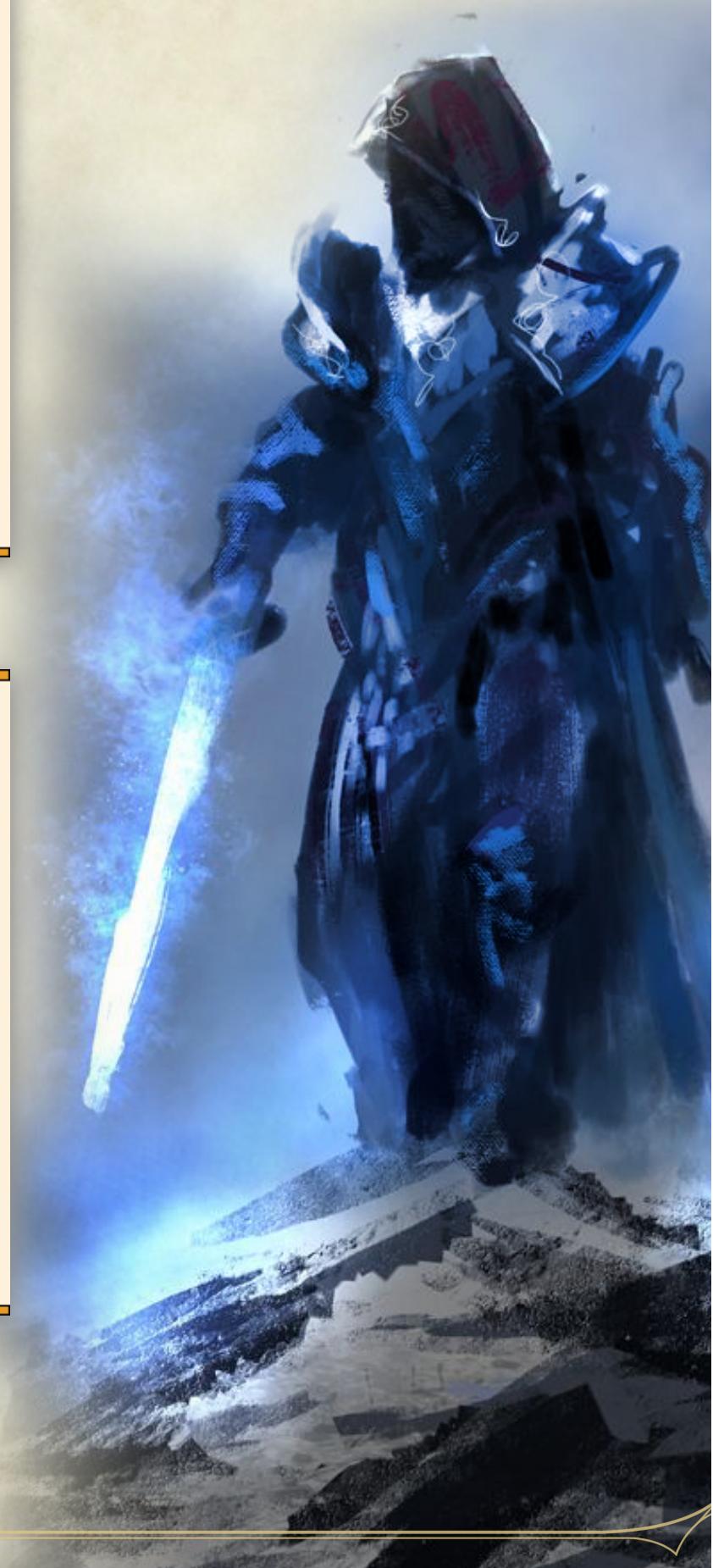
Condition Immunities exhaustion, grappled, melancholy, petrified, restrained
Languages None

Combatant. This creature is carrying a weapon of rare or legendary quality, determined by the DM.

Loot hoarder. When this creature dies, it drops the carried weapon and players can keep it.

Actions

Sucker Punch. Unarmored strike: +2 to hit, one target. Hit 3 (1d4 + 2)



APPENDIX B

NICE EVENTS

Open Field. Players pass through with no trouble at all.

Abandoned campsite. The players find an abandoned campsite with treasures left behind. Each player receives a rare quality item.

Glowing obelisk. Everyone in the party can restore 2 durability to a single weapon.

Treasure chest encased in crystal. A crystal emerges from the ground, a chest within it. The party can try to break the crystal (AC 10, 25 HP) to obtain the chest.

TREASURE CHESTS

Inside them, each member of the party will find an item of legendary quality.

TIME-CONSUMING EVENTS

Blessing of unicorns. A blessing of unicorns block the party's path, they must succeed on a DC 10 Animal Handling check to escape harmless or take 10 (2d10) damage.

Cloud of poison. Toxic fumes surround the party, everyone must make a DC 13 Constitution Saving Throw, if they fail they take 10 (3d6) poison damage.

Hidden pit. The party makes a DC 10 Perception Check, if they fail, they fall 30ft. taking 10 (3d6) bludgeoning damage. They can make a DC 15 Dexterity Saving Throw to halve the damage.

Quicksand. Players begin to sink where they're standing and must succeed on a DC 10 Strength Saving Throw or take 10 (2d10) damage and loose an item.

Collapsing ruins. The place where the party begins to fall apart. They must succeed on a DC 10 Dexterity Saving Throw or take 10 (3d6) bludgeoning damage.

Wild arrows. Players must succeed on a DC 13 Dexterity Saving Throw or they'll be showered in arrows, taking 10 (2d10) piercing damage.



APPENDIX C

MAP

