

Battle Royale

Rules

Credit for original map and rules by Reddit user [combatmedic22](#)
Map and rules modified V1.5 by GoGo DM at www.perilouspursuits.com

All PC's are the same level with balanced items, armor and weapons. Ask all the players to roll initiative then read the following red italicized text to them. You can play as individuals or create teams. Speak the following *italicized red text* to the players.

You wake up fully rested at an inn and put on your gear and head downstairs. While eating breakfast, your vision goes black and you feel a whooshing sound and a feeling of vertigo. In the blackness, a deep voice says "Mortal, you have been given the great honour to entertain me on the field of battle. You and several others have been brought here to fight for my pleasure. The only way out is to fight your way through to the end in hopes that you remain victorious."

You suddenly appear floating in the air near a stone roof. 90 foot stone walls line each side of a square arena. You slowly start descending to a square platform below but have a good vantage point of the entire area as you descend. The arena consists of eight sections that all vary in environment with some even having structures and other objects. The sections are labelled 1 at 12'oclock and go 2 to 8 clockwise. Each of the 8 sections are enclosed with a short 3 foot high by 1 foot wide stone wall with a flat top.

From this height two chests are visible:

- 1 chest by the skeleton in area 4*
- 1 chest at the top of one of the 15 foot high pillars in area 8*

At the far end of each section are elevated platforms made of wood. They are 15 feet off the ground and have vertical support logs along its edges that rise 12" above the platform. Tall pointed logs rise 15 feet above the platform ends. Wooden ladders are used to access each platform from the ground. There are no visible openings in the vertical support log wall to go below the platforms. On each of the platforms you can see a glowing sigil on the platform floor.

Several sections have a shed with a wooden door. The sheds appear to have no windows and are made of wood.

Section 1 *has a shed and a round stinking sewage pond.*

Section 2 *has a shed with two deep chasms with stone and plank bridges.*

Section 3 *has a shed and a massive skull. The ground of the whole area is covered with skeletal bones.*

Section 4 *is covered in lava rock with two lava streams. Two wood planks bridge the lava streams.*

Section 5 *has a giant hand coming out of the ground, a stone well, a campfire, a ripped tent and a small leaning wooden fence.*

Section 6 *has 2 feet of snow with two frozen ponds, some crates and a snow covered pine tree.*

Section 7 *is covered in sand and has a shed and some 6 feet high cacti.*

Section 8 *has several 6 foot high bushes, two tall round stone pillars and a large bubbling liquid area that smells of acid. One wood plank bridges the liquid.*

You gently land on an elevated center square that sits 10 feet off the ground. In the center of the square is a 3 foot high and 5 feet wide round stone pillar with a 3 foot wide golden glowing globe on it. At the edges of the raised square are stairs or sloped rubble that goes down into each section. The deep voice simply says "The competition has begun" and the golden globe on the pillar flares up sending a wave of energy rippling across the entire arena then just as suddenly stops glowing.

Platforms

When prone on a platform, a medium sized character gets half [cover](#) and a small character gets $\frac{3}{4}$ [cover](#) from the 12" high support logs. Players cannot climb past the high pointed logs at the platform ends. Players can do 20HP of damage to a platform (AC8) to create a hole they can climb through to get to the empty area below a platform. A platform has 60HP total and takes 2d6 fire damage per round if on fire.

Sheds

The DM shall roll a d20 when players attempt to open a door and anything below an 8 means the door is locked. Doors can be unlocked with a DC15 lockpicking check action. Unlocked doors can be opened with a bonus action. The doors are spring-loaded so they close on their own and randomly lock. The door and roof (AC8) each have 20 HP. The walls have (AC8) 40HP. Sheds take 2d6 of fire damage per round if on fire. Sheds with walls at 0HP collapse into rubble causing 2d6 bludgeoning damage to anyone inside on a failed DC16 DEX save and half on a successful save.

Movement

Climbing over a 3 foot wall will use 10 feet of movement. The following areas are considered [Difficult Terrain](#) (half movement):

- Climbing through rubble near the center square
- Walking through the skeletal bones in section 3
- Walking on the lava rocks in section 4
- Walking through the deep snow or on the slippery frozen ice in section 6
- Climbing up or down vertical walls, shafts, pillars or trees

The platform ladders take up 15 feet of movement.

Climbing Up or Down the Chasm

The chasm is 40 feet deep. Players who do a successful STR 10 DC strength check can climb up or down at half their movement. A fail causes the character to fall. See the obstacle table for damage for falling into the chasm. They take half damage if they are only 20 feet from the bottom.

Climbing Up or Down the Well

The well is 30 feet deep. Players who do a successful STR 10 DC strength check can climb up or down at half their movement. A fail causes the character to fall causing 1d6 bludgeoning damage and they are [Prone](#).

Climbing Up or Down the Stone Pillars

The pillars are 15 feet high. Players who do a successful STR 10 DC strength check can climb up or down at half their movement. A fail causes the character to fall [Prone](#) in the acid water automatically taking damage (no save). See obstacles table for damage.

Obstacles

The Obstacles table shows the type of damage and the DC to see if you are able to clear the obstacle. Some sections require 2 checks to make it across so weigh your options. If a creature falls or is thrown into an obstacle, they take the damage and on their next turn, they are deposited out of the obstacle and [Prone](#) on the ground nearest to where they entered the obstacle. The exception to this is area 2 in the chasm where the character is at the bottom of the chasm and has to climb out. For lower level characters, consider the obstacles only apply to each character once when they first enter that section.

Sigils

There are 8 sigils around the walls. These 8 sigils are the starting positions when the battle commences. These sigils also work to randomly teleport the PC to any one of the other 8 sigils (you may end up back at the same location). To use the teleportation aspect of the sigils you must use your movement to stand within the center of it then use your action to activate the teleportation. Roll a 1d8 and move to the appropriate sigil. You can use any remaining movement after teleporting. Teleporting stops working when only 2 PC's remain. Dead or unconscious bodies on a sigil can't do an action so they cannot teleport.

Chests

There are items that can be found by chance within the arena by using a bonus action to open a chest. Chests are always unlocked. After a player opens a chest and takes its treasure, the chest slams shut and is locked to that player for the rest of the game but can be opened and provide random treasure to another player. The following chests are in the arena.

- 1 chest in the shed in area 1
- 1 chest at the bottom of the chasm in area 2. Characters who look down the chasm with Darkvision can see the chest
- 1 chest in the mouth of the huge skeleton in area 3. DEX save (Refer to Lair Actions table for DC values appropriate for characters average level) to escape the jaws from biting the character while climbing out. 2d8 piercing on fail and half damage on save.
- 1 chest by the skeleton in area 4
- 1 chest at the bottom of the well in area 5. One action to climb out. Characters can see the chest when they look down the well
- 1 chest is 10 feet under the 6" thick ice in area 6 (ice has 15HP to break through). DC15 perception (passive or active) to notice it under the ice. Swimming in the water causes a DC 10 CON save for 1d10 cold damage and 1 point of [Exhaustion](#) on a fail or half damage on success.
- 1 chest in the shed of area 7
- 1 chest at the top of one of the 15 foot high pillars in area 8

The Golden Globe

If destroyed (AC18 and 100HP), it casts an anti-magic field on the entire map for 2 rounds. A golden glowing globe means it's charging up. A green glowing globe means it can recharge a wand if touched by the wand.

Lair Actions

Lair actions are rolled on initiative count 20 and 10 for all areas. All effects of the sections are rolled at the end of the round. The sections are divided by an invisible barrier that only prevents lair actions from affecting another section and does not impede crossing over into the adjacent area. The elevated center square is not affected by lair actions.

Monster

A monster appears and disappears throughout the battle in the center of random sections (roll 1d8 to determine section). Everyone rolls a d20 and adds 1 to their roll for every 5 horizontal feet away from the monster. The lowest roll will be the monster's target although it can change its mind per the DM. If it is killed, it does not re-appear. If it is not killed, it re-appears at full health fully re-charged. Consider the following monsters for the average character level:

Levels 1-5: Minotaur

Levels 6-10: Chimera

Levels 11-15: Adult Red Dragon (no legendary actions)

Levels 16-20: Ancient Black Dragon (no legendary actions)

Looting Bodies

If you kill an opposing player, you get to pick one of their inventory items that magically teleports to you before the body and all of their items turn to ash.

Victory

When the last character standing kills its last opponent, read the following:

As your final opponent takes its last breath, the monster re-appears besides you and lifts you up on its shoulders. It turns its head to you and says in that deep voice you heard before "Congratulations mortal. You have won victory on the field of battle and have earned the right to tell the tale for many years to come."

Round Actions

The following actions happens at the beginning of each rounds noted:

1. The globe flares to life and casts an anti-magic field on the entire battlemap for the first round then goes dark. No lair actions are triggered and the sigils don't work.
2. The globe flares to life and starts building power. Lair actions activate and sigil teleports activate.
3. Monster appears
4. No actions
5. The center globe flairs again and casts an anti-magic field on the entire battlemap. The monster disappears. The globe does not glow.
6. Battlemap antimagic field remains until end of round while the globe does not glow.
7. A flash of green illuminates the arena as the center globe turns green. Any wands that touch the globe while green regain 1 charge. Lava starts rising up out of section 4 and fills the entire section with 1 foot of lava. The platform in section 4 catches on fire.
8. The globe remains green for this round. Lava in section 4 increases to 2 feet of lava.
9. The globe goes back to a golden glow. Lava in section 4 increases to 3 feet of lava and starts spilling over the adjacent walls into sections 3 and 5.
10. Monster appears. Lava fills all of sections 3 and 5 with 1 foot of lava. The platforms in sections 3 and 5 catch on fire.
11. Lava in sections 3 and 5 increases to 3 feet of lava and starts spilling over the adjacent walls into sections 2 and 6.
12. Lava fills all of sections 2 and 6 with 1 foot of lava. The platforms in sections 2 and 6 catch on fire.
13. Monster disappears. Lava in sections 2 and 6 increases to 2 feet of lava.
14. Lava in sections 2 and 6 increases to 3 feet of lava and starts spilling over the adjacent walls into sections 1 and 7.
15. Lava fills all of sections 1 and 7 with 1 foot of lava. The platforms in sections 1 and 7 catch fire.
16. A flash of green illuminates the arena as the center globe turns green. Any wands that touch the globe while green regain their 1 charge.
17. The globe remains green for this round. Lava in sections 1 and 7 increases to 3 feet of lava and starts spilling over the adjacent walls into section 8.
18. The globe goes back to a golden glow. Lava fills all of section 8 with 1 foot of lava. The platform in section 8 catches fire.
19. Lava in section 8 increases to 3 feet of lava and start rising up the center square stairs. The globe flairs out and an anti-magic field envelops the entire battlemap.
20. Lava raises halfway up the center square stairs
21. Lava reaches the top of the center square stairs and starts to spill into the center platform. The globe glows again and turns off the anti-magic field.
22. Lava fills the arena 2 feet above the center platform. Only 1 feet of the center pillar and the golden globe on top of it are visible.
23. Lava fills the arena and spills over the pillar holding the golden globe.
24. Lava fills the halfway up the golden globe which shatters from the heat into the lava.

Lair Actions

SECTION #	Lvl 1-5 (DC 13)	Lvl 6-10 (DC 15)	Lvl 11-15 (DC 17)	Lvl 16-20 (DC 20)
<p>1 Stinking Sewer-A cloud of swarming insects From the sewer pond fills the section. The cloud spreads around corners and remains until the next initiative count 20. The cloud is thick enough that ranged attacks within, into, or out of the section are at disadvantage. Any creature in the cloud when it appears must make a Constitution saving throw, taking level appropriate piercing damage on a failed save, or half as much damage on a successful one.</p>	1d6	2d6	4d6	6d6
<p>2 Dark Chasms-A swarm of large spiders from the chasms fill the section. The swarm spreads around corners and remains until the next initiative count 20. The swarm turns the ground into difficult terrain. Any creature in the swarm when it appears must make a Constitution saving throw, taking level appropriate Poison damage on a failed save, or half as much damage on a successful one.</p>	1d6	2d6	4d6	6d6
<p>3 Titans Graveyard-A swarm of shadowy skeletons rise up from the floor and fills the section. The swarm spreads around corners and remains until the next initiative count 10. Any creature in the swarm when it appears must make a Wisdom saving throw, taking level appropriate necrotic damage on a failed save, or half as much damage on a successful one. On a failed save the creature is Frightened until the next initiative count 20.</p>	1d6	2d6	4d6	6d6
<p>4 Field of Lava-Magma erupts from the rivers of lava and is thrown around the section making the area difficult terrain. Each creature in the section must make a Dexterity saving throw, taking level appreciate fire damage on a failed save, or half as much damage on a successful one.</p>	1d6	2d6	4d6	6d6
<p>5 Petrified Fields-Lightning arcs, forming a 5-foot-wide line from each of the fingers of the petrified hand. Each creature in the section must succeed on a Dexterity saving throw or take level appropriate lightning damage on a failed save and loses its reactions on its next turn, or half as much damage on a successful one.</p>	2d6	4d6	8d6	12d6
<p>6 The Frozen Death-Freezing fog fills the section. The fog spreads around corners, and its area is heavily obscured. Each creature in the fog when it appears must make a Constitution saving throw, taking level appropriate cold damage on a failed save, or half as much damage on a successful one. A wind of at least 20 miles per hour disperses the fog. The fog otherwise lasts until initiative count 20.</p>	1d6	2d6	4d6	6d6
<p>7 Desert Winds-A thunderclap originates at the center of the section. Each creature within the section must make a Constitution saving throw or take level appropriate thunder damage and be Deafened until the end of its next turn on a failed save, or half as much damage on a successful one.</p>	1d6	2d6	4d6	6d6
<p>8 Quiet Pond- Pools of water within the section surge out in a grasping tide. Any creature in the section must succeed on a Strength saving throw or be pulled up to 10 feet into the water and knocked Prone. If a creature is pulled into the pools they take level appropriate acid damage from the obstacles table instead of the level appropriate acid damage on the lair actions table.</p>	1d4	2d4	4d4	6d4
<p>9 Above Ground – A strong vortex of wind whips through the entire battlefield. All players flying or levitating in any section must succeed on a Strength saving throw or be thrown into a random section wall (1d8), take the level appropriate bludgeoning damage. The wind then pushes the flying creature down to the section platform below taking no damage but land prone on a failed DC-10 (add 2 to the DC for every 10 ft of height fallen) Dexterity Saving throw.</p>	1d4	2d4	4d4	6d6

Obstacles

Character takes damage or condition only on a failed saving throw. No damage or condition on success

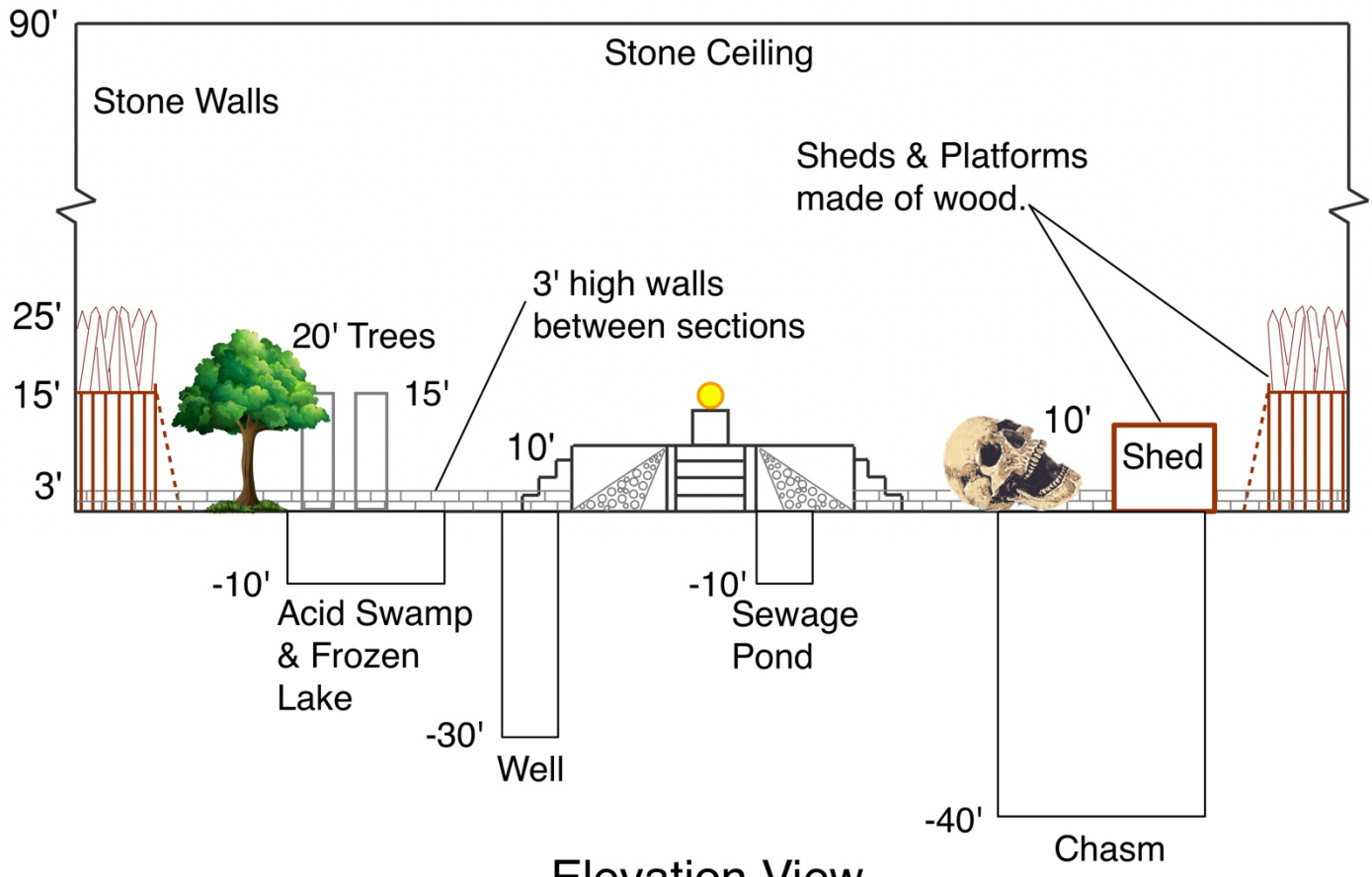
SECTION #	Lvl 1-5(DC 13)	Lvl 6-10(DC 15)	Lvl 11-15(DC 17)	Lvl 16-20(DC 20)
1 Stinking Sewer INT Save to know where to walk	1d10 Poison Damage & Blinded for 1 round	2d10 Poison Damage & Blinded for 1 round	4d10 Poison Damage & Blinded for 1 round	8d10 Poison Damage & Blinded for 1 round
2 Falling into the Dark Chasm DEX Save to not fall in the crumbling edge. If already in the chasm, poison darts shoot out and give 4d6 poison damage DC16 Dex check	1d10 Bludgeoning & Prone . Half damage if only 20 feet from the bottom	2d10 Bludgeoning & Prone . Half damage if only 20 feet from the bottom	4d10 Bludgeoning & Prone . Half damage if only 20 feet from the bottom	8d10 Bludgeoning & Prone . Half damage if only 20 feet from the bottom
3 Fear of the Dead WIS Save to not be frightened	You are Frightened for 2 rounds. In addition to that condition, you run straight to the far end of a platform in another area. You use your actions to dash while frightened. Roll a 1d8 and re-roll any 3's to determine the section you run to. You run in as straight a line as possible while avoiding obstacles, danger and opportunity attacks.			
4 Falling into the Field of Lava DEX Save to not fall in the crumbling edge	1d10 Fire. Character is on fire and needs to take an action to put out fire or take 1d6 fire damage each round.	2d10 Fire. Character is on fire and needs to take an action to put out fire or take 1d6 fire damage each round.	4d10 Fire. Character is on fire and needs to take an action to put out fire or take 1d6 fire damage each round.	8d10 Fire. Character is on fire and needs to take an action to put out fire or take 1d6 fire damage each round.
5 Being crushed by the giant hand in the Petrified Fields CHA Save to convince the hand not to crush you. A geyser in the well shoots anyone in the well 60 ft up. They land taking 4d6 bludgeoning on a failed DC16 Dex save	1d10 Bludgeoning Restrained for 1 round	2d10 Bludgeoning Restrained for 1 round	4d10 Bludgeoning Restrained for 1 round	8d10 Bludgeoning Restrained for 1 round
6 The Frozen Death CON Save not to freeze	2d8 Cold On a save roll of 5 or less, take a point of Exhaustion	4d8 Cold On a save roll of 5 or less, take a point of Exhaustion	6d8 Cold On a save roll of 5 or less, take a point of Exhaustion	12d8 Cold On a save roll of 5 or less, take a point of Exhaustion
8 Quiet Pools surge tide STR Save to avoid being dragged into the acid pools	1d10 Acid & Prone . Character needs to take an action to wipe off acid or take 1d6 acid damage each round.	2d10 Acid & Prone . Character needs to take an action to wipe off acid or take 1d6 acid damage each round.	4d10 Acid & Prone . Character needs to take an action to wipe off acid or take 1d6 acid damage each round.	8d10 Acid & Prone . Character needs to take an action to wipe off acid or take 1d6 acid damage each round.

Chests

(Items do not require attunement, A player can check a chest once per game, a player gets one object interaction per turn which could be open or close door, open or close chest. An investigation for traps is an action)

Roll 1D20	Description
1-4	Roll 1d4 to determine trap damage (1=fire, 2=cold, 3=acid, 4=poison). Detect trap is an investigation action. On a failed DEX saving throw, they take 2d6 damage or half on success. Re-roll to see treasure (1-4 are re-rolled). DCs are Lvl 1-5 (DC13), Lvl 6-10 (DC15), Lvl 11-15 (DC17), Lvl 16-20 (DC20)
5	You gain a luck point only if you don't already have one. Whenever you make an attack roll, an ability check, or a saving throw, you can spend one luck point to roll an additional d20. You can choose to spend one of your luck point after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw.
6	Amulet of Health
7	Boots of Speed
8	Ring of Evasion
9	Ring of Free Action
10	Belt of Stone Giant Strength
11	Ring of the Ram
12	1 Greater healing potion (4d4+4)
13	Mantle of Spell Resistance
14	Winged Boots
15	1 charge Wand of Magic missile (While holding it, you can use an action to cast the Magic Missile spell from it. Lvl 1-5 spell is cast at 1st level, 6-10 spell is cast at 2nd level, 11-15 spell is cast at 3rd level, 16-20 spell is cast at 4th level)
16	1 charge Wand of Fireball (While holding it, you can use an action to cast the Fireball spell (save DC 15) from it. Lvl 1-5 spell is cast at 3rd level, 6-10 spell is cast at 4th level, 11-15 spell is cast at 5th level, 16-20 spell is cast at 6th level.)
17	1 charge Wand of Lighting Bolt (While holding it, you can use an action to cast the Lightning Bolt spell (save DC 15) from it. Lvl 1-5 spell is cast at 3rd level, 6-10 spell is cast at 4th level, 11-15 spell is cast at 5th level, 16-20 spell is cast at 6th level.)
18	1 charge Wand of Ice Storm (While holding it, you can use an action to cast the Ice Storm spell (save DC 16) from it. Lvl 1-5 spell is cast at 4th level, 6-10 spell is cast at 5th level, 11-15 spell is cast at 6th level, 16-20 spell is cast at 7th level.)
19	1 Superior healing potion (8d4+8)
20	Scroll of Haste Spell. As an action, you can cast the Haste spell then the scroll disintegrates.





Elevation View