D&D: War Arena Rules

Welcome to the D&D: War Arena, where champions from across the multiverse gather to compete for glory. Bhaal, the god of blood and murder, has summoned these mighty warriors to his infernal coliseum, offering unimaginable rewards to the victor and dark consequences for the defeated.

In this battleground filled with traps and lurking creatures, heroes, and antiheroes clash, unleashing their abilities and strategic prowess. As arcane spells collide and steel clashes, legends are forged that will resonate throughout the multiverse. Will you rise above the rest, etching your name in the annals of history, and shape the fate of the multiverse itself? Enter the realm of blood and murder, where only the strongest and most cunning will claim the ultimate prize.

Contents

[Creating a character for the arena 1](#_Toc136464029)

[Choose your rules set. 2](#_Toc136464030)

[Choose a race or lineage. 2](#_Toc136464031)

[Choose a Class. 2](#_Toc136464032)

[Choose a background and describe your character. 2](#_Toc136464033)

[Choosing Equipment: 3](#_Toc136464034)

[After D&D War Arena Round one completes: 3](#_Toc136464035)

[After D&D War Arena Round two completes: 3](#_Toc136464036)

[After D&D War Arena Round three completes: 4](#_Toc136464037)

[D&D War Arena gameplay 4](#_Toc136464038)

[Arena Rules 4](#_Toc136464039)

[Never ending war 4](#_Toc136464040)

[Bhaal’s Ire 5](#_Toc136464041)

[Objective Tokens 5](#_Toc136464042)

[Scoring & Pairing 5](#_Toc136464043)

[Winning 6](#_Toc136464044)

# Creating a character for the arena

Use the character creation rules as presented in the Player’s Handbook, with the following adjustments.

## Choose your rules set.

*Bhaal has cast a wide net across the multiverse to find his champion.*

Every character has access to all non-optional rules found in the Player’s Handbook, the Basic Rules, and the following source books. If a rule has been reprinted, always use the latest revision.

* Fizban’s Treasury of Dragons
* Mordenkainen Presents: Monsters of the Multiverse
* Tasha’s Cauldron of Everything
* Xanathar’s Guide to Everything
* Elemental Evil Player’s Companion
* Locathah Rising
* In addition, the following rules are also available.
* Player’s Handbook Chapter 6: Customization Options
* Tasha’s Cauldron of Everything: Customizing your Origin
* Tasha’s Cauldron of Everything: Optional Class Features
* Player’s Handbook Chapter 2: Variant Human Traits

In addition, Choose **one** of the following sources for character creation.

* Eberron: Rising from the Last War
* Guildmasters’ Guide to Ravnica
* Mythic Odysseys of Theros
* Spelljammer: Adventures in Space
* Dragonlance: Shadow of the Dragon Queen
* Sword Coast Adventurer’s Guide

## Choose a race or lineage.

Determine ability scores. You may use either of the options below.

* Use Standard set: 15, 14, 13, 12, 10, 8
* Variant: Customizing Ability Scores: 27 pts

## Choose a Class.

* Characters enter the arena at level 5.
* Characters may multi-class if they meet the requirements for multi-classing
* Increase hit points using the fixed value shown in the class entry per Player’s Handbook Chapter 1.

## Choose a background and describe your character.

## Choosing Equipment:

* Characters begins play with 1,000 gp to spend on mundane items from the Player’s Handbook only. Characters may purchase no more than five (5) of any one item.
* Characters begin play at level 5 with one (1) common magic item chosen from Tasha’s Cauldron of Everything, and three (3) permanent uncommon magic items chosen from the Dungeon Master’s Guide.
* Characters begin play at level 5 with two (2) uncommon consumable magic items, and one (1) rare consumable magic item chosen from the Dungeon Master’s Guide.
* The following items are banned from D&D War Arena: Deck of Many Things, Iron Flask, Philter of Love, Bag of Devouring, any Item that requires an evil alignment to attune or use, any item that requires gold to be expended for activation.

## After D&D War Arena Round one completes:

(We recommend creating all characters prior to the start of the event)

* Each character will progress to level ten (10), increasing hit points using the fixed value shown in the character’s class entry.
* Each character gains 2,000 gold and can purchase mundane items from the Player’s Handbook.
* Each character gains access to two (2) additional permanent magic items to a total of five (5) magic items. Up to two (2) can be rare, and any number can be uncommon or common.
* Each character can replace all used or unused consumable magic items. Each character gains access to two (2) additional consumable magic items to a total of five (5). Up to one (1) can be very rare, two (2) can be rare, and any number can be uncommon or common. Spell scrolls are considered consumable magic items. Wizards may spend gold to learn spells from spell scrolls per the rules for *Copying a Spell into the Book* in the player’s handbook.

## After D&D War Arena Round two completes:

(We recommend creating all characters prior to the start of the event)

* Each character will progress to level fifteen (15), increasing hit points using the fixed value shown in the character’s class entry.
* Each character gains 3,000 gold and can purchase mundane items from the Player’s Handbook.
* Each character gains access to two (2) additional permanent magic items to a total of seven (7) magic items. Up to two (2) can be very rare, and any number can be rare, uncommon, or common.
* Each character can replace all used or unused consumable magic items. Also, consumable magic items can be replaced with up to three (3) very rare, and any number of rare, uncommon, or common. No additional consumable magic items are gained. Spell scrolls are considered consumable magic items. Wizards may spend gold to learn spells from spell scrolls per the rules for *Copying a Spell into the Book* in the player’s handbook.

## After D&D War Arena Round three completes:

(We recommend creating all characters prior to the start of the event)

* Each character will progress to level twenty (20), increasing hit points using the fixed value shown in the character’s class entry.
* Each character gains 5,000 gold and can purchase mundane items from the Player’s Handbook.
* Each character gains access to two (2) additional permanent magic items to a total of nine (9) magic items. Up to three (3) can be Legendary, and any number can be very rare, rare, uncommon, or common.
* Each character can replace all used or unused consumable magic items. Also, consumable magic items can be replaced with up to one (1) legendary, three (3) very rare, and any number of rare, uncommon, or common. No additional consumable magic items are gained. Spell scrolls are considered consumable magic items. Wizards may spend gold to learn spells from spell scrolls per the rules for *Copying a Spell into the Book* in the player’s handbook.

# D&D War Arena gameplay

## Arena Rules

Players will compete against one another in four (4) game rounds until the one true champion is left standing. Pairings will be a minimum of four players, up to eight players. The first two game rounds will consist of thirty (30) minute time matches. Game round three and Game round four will consist of sixty (60) minute rounds, or until one player is left standing.

All matches will be played on a 36” by 36” - 1” by 1” grid that includes a pre-determined combination of terrain, objectives, monsters, and NPCs. Characters will start at randomly decided, pre-determined starting locations.

Each character is assumed to have all spell components required to cast all spells needed and can have cast any spell prior to the beginning of combat with a casting time of less than one (1) hour.

Every character, prior to every Game, is assumed to have had a full rest. They begin with maximum HP, Spell Slots, Hit Dice, ability charges, etc.

### Never ending war

Player characters that die will be subject to the Revivify spell at the beginning of its next initiative. The character awakens prone, at one (1) hit point, and suffering one (1) level of exhaustion. Each time a character dies and is brought back to life in this way, they accumulate an additional level of exhaustion. If a character dies with five (5) levels of exhaustion, Bhaal gives up on them, they permanently die, and are removed from the arena.

### Bhaal’s Ire

Player characters that do not please Bhaal will suffer his ire. At the beginning of each combat round, each character gains the “Gaze of Bhaal.” If a character starts their initiative with “Gaze of Bhaal” they suffer Bhaal’s ire and must make a CON Save vs. magic slashing damage, save for half. DC for the save is dependent on the round.

* Round one (1) = DC 15,
* Round two (2) = DC 20,
* Round three (3) = DC 22,
* Round four (4) = DC 24.

Magic Slashing Damage is dependent on the round.

* Round one (1) = 2d10,
* Round two (2) = 3d10,
* Round three (3) = 4d10,
* Round four (4) = 5d10.

To lose the “Gaze of Bhaal” characters must do one of the following.

* Take an offensive action toward another character, or monster. This includes collecting objective tokens.
* Be subject to an offensive action from a character, or monster.
* Move toward a hostile creature or monster.

## Objective Tokens

* Each player character begins combat with one (1) objective token.
* Every monster and objective will have at least one (1) objective token, however more powerful adversaries could possess more.
* As a bonus action any creature capable of interacting with objects may remove all objective tokens from an incapacitated creature in an adjacent space.
* Spells and abilities that permit manipulating objects of at least one (1) pound or more at a distance may also capture objective tokens from incapacitated creatures.
* A player character cannot use the items of another player character without their permission.
* Monsters and objectives will all operate according to their natures as described in their source material.
* Monsters and objectives will be controlled by judges, and judges' calls are final for adjudication.

## Scoring & Pairing

* Seeds are randomly determined.
* At the end of each round players will receive one (1) point for each objective token in their possession and one (1) point for each character that went to zero hit points before they did (if at all)
* Objective token tallies are cumulative.
* Round four will be a fight to the last player standing.

## Winning

Champion of Bhaal: Highest point total

Favored of Bhaal: Highest Kill Count

Look Good First: Best painted model

The Bard: Best RP (Judges Choice)