

UNKNOWN WIZARD'S BATTLEGROUND

A D&D 5E adventure for 3rd-4th level characters

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ADVENTURE SUMMARY

The adventurers have been arrested and find themselves waking up in a dark cell. A pedestal rests in the middle of the room with an orb placed atop it. Soon the orb lights up and projects an image of the wizard Malizar, who speaks to the party and fills them in on their situation. The adventurers are en route to the island of Granjel where they will face off against nineteen other teams in a fight-to-the-death battle royale. The winning team receives a full pardon from their lifelong sentence and won't have to endure the hell that is Stonegate Penitentiary.

Through the Feather Fall spell, the adventurers drop from their floating cube in the sky and land on the island, but they aren't alone. A mad scramble for weapons and gear leads to an intense battle that sees the party taking out the opposing squad. The group loots the nearby houses but the looming threat of an ever-closing force field pushes them deeper in the circle.

The party battles ogres on a bridge, goblins in a shack, and bandits at an airdrop ambush. In the end, they face off against a cult fanatic and his three orcs. After defeating their foes and winning their freedom back, Malizar the wizard arrives on his Griffon. He gives the party a chicken dinner as their reward and flies them back to their new life at Swordshire.

DMs are encouraged to change Malizar to a character that already exists in your campaign, or feel free to debut Malizar here and use him as you see fit.

I suggest at least skimming through the entire adventure before running it. Each section has a description of what is to come and what to prepare for.

Sentences in italics are narration or dialogue.

Sentences in red are skill checks.

NOTES TO THE DM

This 3-5 hour adventure is highly based on the video game Playerunknown's Battlegrounds.

You will need to bookend the session with appropriate lore (why were they imprisoned? Who did they wrong? Were they framed?) that you might want to set up by having them being arrested at the end of that session and using this adventure as the pay-off.

This adventure works on the basis of a ticking clock, keeping the party moving away from a deadly, constantly shrinking force field.

The majority of this adventure will consist of looting, traveling, avoiding the force field, and encounters. It's light on lore and roleplaying but the quick pace makes up for it. I suggest no more than five encounters.

ADVENTURE HOOK

Earning Your Pardon

The heroes have been arrested and must now earn their freedom by surviving a last-team-standing battle royale on a secret island.

ISLAND DESTINATIONS

Use this list as a guide to describe the location and build encounters. While there are a few unique areas of interest such as school and the power tower, most are either major cities or small villages. Each city has stables and a few horses sprinkled throughout allowing the players to travel.

COMPOUND

This small island was once a military compound that housed catapults and other siege weapons. Now it consists of abandoned warehouses and three story office buildings.

FISHING TOWN

This small fishing village features a pier and several houses and buildings.

GUTKO

A small farm village with seven houses clustered together.

JORGY-POOL

A major city of Granjel which features multiple three story houses.

KOCHINKI

A major city of Granjel featuring houses, a handful of three-story homes, and a church.

KOMISKEY

A small eastern coastal village with a dozen houses and a few barns.

MILTON

A small southern coastal village with a dozen houses and a few barns.

NOVA

The only major city on the southern island of Granjel. It features homes, a few hangars, and a carriage graveyard.

POWER TOWER

This was one the haunt of a dangerous wizard who did terrible experiments on this property that features what is left of his large castle and tower.

PRIM

A small southwestern coastal village with a dozen houses and a few barns.

PRISON

The abandoned prison is three levels, long, and has six barns just outside that were once used for storage as well as unthinkable torture.

RUINS

What was once several ancient temples are now crumbled ruins.

SCHOOL

The Arcane School of Secrets was the crown jewel of Granjel but is now an abandoned death trap.

STALBEAR

A small village with a dozen houses and a few barns.

VACATION HOMES

This southeastern coastal town features three story homes and a few barns.

YAZ

This major city features three story homes, buildings, and shops.

ZARKO

A small northern coastal village with a dozen houses and a few barns.

FORCE FIELD DAMAGE

The force field does more damage as time goes on. After every encounter, the damage increases.

Initial Damage: 1d4

After 1st Encounter: 1d6

After 2nd Encounter: 1d8

After 3rd Encounter: 2d6

After 4th Encounter: 2d8

LOOTING SYSTEM & ITEM CHART

Throughout each city, the players will find weapons and gear to increase their odds of survival. The more houses they loot, the higher the chance of an ambush. Players will likely share their findings.

Have the Player's Handbook and DM's Guide nearby so players know the stats of their acquired items. You can have players be responsible for that aspect depending on the group.

Investigation Roll: How good are the players at looting?

DC 5 – 1 roll of the d100 loot chart.

DC 10 – 2 rolls of the d100 loot chart.

DC 15 – 3 rolls of the d100 loot chart.

DC 20 – 4 rolls of the d100 loot chart.

1 Nothing	26 Studded Leather Armor	51 Half Plate Armor	76 Magic Gems (+2 spell slots)
2 Helmet +1 AC	27 Whip	52 Potion of Healing	77 Great Axe
3 Dagger	28 Frying Pan	53 Long Bow	78 Immovable Rod
4 Club	29 Morningstar	54 Long Sword	79 Splint Mail Armor
5 Padded Leather Armor	30 Healing Potion	55 Poisoned Dagger	80 Battleaxe
6 Javelin	31 Maul	56 10 Arrows	81 Potion of Waterbreathing
7 Dart	32 Hide Armor	57 Ring Mail	82 10 Arrows
8 Light Hammer	33 Helmet +3 AC	58 Iron Shield	83 Long Bow
9 Mace	34 10 Arrows	59 2 Handaxes	84 Warhammer
10 Short Sword	35 Flail	60 Heavy Crossbow	85 Potion of Fire Breath
11 Healing Potion	36 Short Sword	61 Vial of Fire Acid	86 Plate Mail Armor
12 Long Sword	37 Potion of Invisibility	62 Red Shirt	87 Short Sword +1 damage
13 Short Bow	38 Great Axe	63 Long Sword	88 Pierce Resistant Studded Leather Armor
14 Handaxe	39 10 Arrows	64 Great Axe	89 2 Potions of Climbing
15 Leather Armor	40 Chain Shirt	65 10 Poison Arrows	90 20 +1 damage Arrows
16 Great Axe	41 Spyglass	66 Vial of Fire Acid	91 Potion of Invulnerability
17 10 Arrows	42 Vial of Acid	67 Chain Mail Armor	92 Helm of Teleportation
18 Rapier	43 Heavy Crossbow	68 Javelin +1 damage	93 Dancing Shoes (+3 to stealth rolls)
19 Frying Pan +1 AC	44 Potion of Climbing	69 Handaxe	94 Long Sword +1 damage
20 Warhammer	45 Scale Mail	70 Greater Healing Potion	95 2 Greater Healing Potions
21 Helmet +2 AC	46 Warhammer	71 Rapier	96 20 +3 damage Arrows
22 Short Sword	47 Healing Potion	72 Short Bow	97 3 Greater Healing Potions
23 Spear	48 Long Sword	73 Vial of Fire Acid	98 Rapier +2 damage
24 10 Arrows	49 Breast Plate	74 Long Sword +1 damage	99 Longsword +2 damage
25 Sling	50 Leather Armor	75 Healing Potion	100 Battleaxe +3 damage

If a player gets a Frying Pan and an enemy's attack fails, attribute the failure to the strength of the pan. This is a reference to the video game that will likely go over with the players.

ADVENTURE

The Unknown Wizard

Players will begin with no armor, their AC now being 10 + Dex Modifier. Some players might have class or racial features that need to be addressed here. DM's discretion on the flight path. Top right to bottom left would provide entertaining results.

You wake up in a small pitch black cell. Your weapons and armor are gone. The only item you have are the gray tunics you're all wearing. In the center of this small dark cell is a pedestal and on top of that pedestal is a white orb the size of a fist.

Perception Roll (DC 19) reveals small grates on the floor and in the ceiling.

The orb begins to shine a bright white, almost blinding you. It shoots out a stream of colors against the back wall where an image forms, the image of a bald man with a long black and green beard. He seems to look right at you and says:

“Congratulations, you’ve been given a life sentence at Stonegate Penitentiary, but today is your lucky day because absolutely none of you will be serving that sentence!”

A mist shoots out of unseen grates in the cell walls, covering all of you, your skin giving off a purple shine.

Medicine\Arcana Roll (DC 17) reveals it's a form of the “Feather Fall” potion soaked into their skin.

The ground shimmers and the hard rock beneath your feet becomes white, yet the texture of the floor stays the same. The white below you moves and swirls and you soon realize what you're seeing are clouds. Your cell moves through the clouds as you look down at the transparent floor, and from that height you make out mostly water, but in the distance is a small island.

“Right now you’re flying over the island of Granjel where you and your cell mates are one of twenty teams who will fight to the death. The surviving team receives a full pardon from their sentence. The rules are simple: Use whatever means possible on the island of Granjel to make sure you survive, but beware my force field which will be slowly closing in and sectioning off parts of the island. It packs quite the punch.”

More colors shoot out from the orb next to the bald man, the colors swirl and form a map of the island (reveal the map).

“This is the location of your likely death, the beautiful island of Granjel. It was once a great city, now it's a battleground. This is our currently trajectory.”

You look at the map and don't see anything at first, but after a few seconds there's a green dot in the corner of the map, moving inwards.

“You’ve been sprayed with a liquefied concoction of a spell known as “Feather Fall” which will aid your descent below, to any location close to the path. Just press the orb. Choose wisely, and good luck!”

The green bearded man’s image fades from the wall but the map remains, showing you the current trajectory. You are now over the island and must decide where you plan to begin your adventure on the Unknown Wizard’s Battlegrounds.

Where will you land? (Map Planning)

The Landing

Regardless of where the players land, it will be an intense stand-off with another team who lands in the same city, and maybe even the same houses. Both parties will likely attempt to loot, pick up weapons & armor, and take out the other team first. Some groups might engage with just fists. Do your best to build a natural stand-off and encounter based off the actions of your players. You can only plan so much for this adventure so be ready for the unexpected.

The transparent floor flickers and then vanishes. You drop from your cube cell and you descend over the island. Up above you see a large spelljammer ship. It appears to be a normal sea vessel, except this is giant and sails through the air like it belongs there. You also see other criminals descending towards the island. Below you spot some houses and a stable a few buildings down. As you near the ground you see another team of four prisoners preparing to land right alongside you.

ENCOUNTER – 4 THUGS

This opening encounter will feature very basic weapons, likely even fists. This is to be chaotic and intense since the party won’t have their normal armor and gear. Play into that fear.

Roll d100 for the weapons the thugs gain.

Monsters: 4 Thugs (MM page 350)

Loot: 100 GP, 1 Potion of Healing, Frying Pan (+1 AC), two helmets (+1 AC), and the weapons the thugs had.

The Force Field

Far off in the distance, you see the electrical force field the green bearded wizard mentioned. It slowly moves in and the good news is you’re in it. The bad news is that in a few minutes you won’t be.

Draw a large circle on the map, with the city the players in occupying an outside corner of the circle, meaning the players must head inwards. Players will likely try to find horses or carriages.

Repeat the process of travel\loot\encounter while making the circle smaller after each battle.

The following encounters can be sprinkled in during wherever your players decide to go.

Shack Ambush

You make your way deeper into the circle and come to field. There is an old wooden shack in the middle of the farm land.

ENCOUNTER – 3 GOBLIN BOSSES

These cowardly goblins have no shame and await any warriors foolish enough to wander into their simple trap!

Monsters: Goblin Boss, page 166 MM.

Loot: Nudie cards, 15 Arrows, Shortswords, Leather Armor

The Force Field Closes In

Here you will want to begin a skill challenge for them to outrun the field, taking damage along the way, and probably getting a horse to make it to the next town.

The force field closes in on you and you are now on the outside looking in. Everyone take 1d4 force damage. The force field continues to move away from you.

Fearful Squad

DM's discretion on monster type. At this level it might be wise to stick with Bandit Captains and Thugs.

You hear multiple men in the house next to you.

Perception Roll (DC 12) to hear three men discuss how scared they are and how they don't want to do any of this. A fourth man tells the others to be brave, that they must do this, and that they have lucked out with great gear.

Bridge Boys

As you make your way deeper into the circle you reach a long wooden bridge with destroyed caravan wagons every fifty feet or so.

Perception checks and careful investigation will reveal the 2 ogres and their ambush.

ENCOUNTER – 2 OGRES

Setting up an ambush is a fun change of pace. Using the words "ambush" and "approaching teams" might lead them to setting up camp and getting some easy kills and valuable loot. If they don't choose to camp the bridge, they will be ambushed themselves.

The Ogres are goons of Smegma (Chapter 3). "Smegma trained me to kill fools like you!"

Monsters: 2 Ogres (MM page 237)

Loot: Greatclub, 15 Arrows, Frying Pan (+1 AC), 50 GP

Air Drop

High in the sky a large transparent cube descends towards the ground. You can see it carries weapons and armor, but unsure of what quality. It looks like it is going to land in the hilly forest a couple hundred feet away. Roll a perception check (to see if anyone else is going for it).

ENCOUNTER – 3 HALF-ORCS (BANDIT CAPTAINS)

This “race to the package” should be intense and have good loot at the end of it.

Monsters: Bandit Captain, page 344 MM.

Air Drop Loot: +1 damage Longsword, 2 Greater Healing Potions, and 10 Fire Arrows. The Bandit Captains have their standard MM gear.

Bunker Trouble

In a field you see a large mound that seems unnatural. After further investigation it seems to be some sort of bunker.

Behind two crates you hear a skittering. Suddenly two giant scorpions which have made the bunker their home reveal themselves, prepared to defend their nest.

ENCOUNTER – 2 GIANT SCORPIONS

Sometimes there are monsters behind corners. This is one of those times.

Monsters: Giant Scorpion, page 327 MM.

Loot: Poison Claws

The Final Circle

It's hard to predict where your party will go, but there are generally houses in every area so use this as a guideline.

The circle is only a 100 foot radius with only one house in the center of it. It's difficult to tell if the house is occupied or not. Perception Checks (to find the last team, each one hiding in a different spot, behind the house, behind a tree, on the roof, inside the house).

A cultist speaks to you. "You are no match for us. You are mere prisoners who were caught. We wanted to be imprisoned to get to this island and find the Ring of Pain." He raises his fist, a purple ring on his finger. "Time to die."

ENCOUNTER – 3 ORCS & 1 CULT FANATIC

This final battle sees a Loviatan cultist and 3 orc followers of the goddess of pain.

- The cultist says he's there intentionally to find an artifact and that the party won't stop him.
- The cultist will use the ring in the battle by casting the spells Fireball and Counterspell.

Monsters: 3 Orcs (MM page 246), **Cult Fanatic** (MM page 345).

Loot: The Ring of Pain, which causes the wearer to gain two level 3 spell slots at the price of lowering their overall HP by 7. Worth 500 gp.

ENDING THE ADVENTURE

*When the final combatant dies, the force field flickers and fades. High in the sky you see a large winged creature flying towards you (**Perception** \ **Nature Check** reveals it to be a Griffon). The large monstrosity has the body of a lion but head and wings of a giant eagle. It also has a man with a green beard on its back, riding the creature down in front of you.*

The Griffon lands and lowers itself, allowing the bald man from the orb's projection to slide off with ease. He carries a bucket in one hand and his emerald staff in the other.

"Congratulations on your victory! You are officially pardoned for your heinous crimes which you may or may not have committed! I know I shouldn't say this but I was rooting for you all along. Here, this is yours."

He hands you a bucket. As you inspect it you see it's simply a bucket of chicken.

"You must be famished! Speaking of..."

He gestures to the dead combatants and the wizard's Griffon stomps towards the bodies and begins eating them up.

"It is now my duty to make sure you get back home safe and sound. I hope none of you get motion sickness, Harold takes rather sharp turns up there, but never fear, he doesn't bite."

The Griffon bites the cult fanatic in half.

You loot the bodies and get on Harold the griffon, where he flies you off of Granjel, back home, where things will never be the same again.

CONTINUING FROM HERE

Nobody usually makes it out of Malizar's Battlegrounds alive, with their wounds usually taking their lives before it's all said and done. Therefore, the adventurers will be treated as folk heroes and minor celebrities in major cities.

MAPS



Be prepared to draw up battle maps for two-story houses, the bridge fight, and the air drop.

NPC STATISTICS

The characters in this adventure can be pulled from the official Monster Manual.