

PvP Tournament Rules

Setting:

1. The setting is up to the choice of whoever is DMing, but there must always be a 120 ft diameter or 120 x 120 square room to accommodate ranged and melee participants
 - a. For the sake of simplicity, the arena will be a gladiator-esq colosseum
 - i. There can be random structures placed throughout the arena outside of the 30 radius of the center
 1. This can include a small watchtower, barricade, or boulder
 - b. The ground will be sandy such that invisibility is traceable

Character Specifications:

1. Level
 - a. All participants must be **level 8**
 - b. Multiclassing is permitted, but the total number of levels cannot exceed 8
 - c. Feats are restricted to those found in the D&D 5E Player Handbook (PHB)
 - d. Feat-Granting Backgrounds are Banned
2. Base Stat Totals
 - a. All participants must use **Standard Array (15, 14, 13, 12, 10, 8)** for stats
 - b. Under no circumstances will other stat options be permitted
3. Equipment
 - a. Players may use only starting equipment, no magical items are permitted
 - b. Each player will have one Minor Health Potion at the start of combat
4. Permitted Classes
 - a. Participants must use one of the following classes to be eligible for the tournament – No exceptions will be allowed
 - i. Artificer
 - ii. Barbarian
 - iii. Bard
 - iv. Cleric
 - v. Fighter
 - vi. Monk
 - vii. Paladin
 - viii. Ranger
 - ix. Rogue
 - x. Sorcerer
 - xi. Warlock
 - xii. Wizard
5. Permitted Races – Assume **anything from the PHB is fair game**, others not in the PHB are exceptions – Tasha's Variant Rules for Ability Scores are Permitted
 - a. Human → Regular and Variant

- b. High Elf
- c. Wood Elf
- d. Half Elf
- e. Drow
- f. Goliath – From Mordenkainen’s Monsters of the Multiverse
- g. Dragonborn – From PHB not Treasury of Dragons
- h. Halfling
- i. Gnome
- j. Dwarf
- k. Half Orc
- l. Tiefling
- m. Deep Gnome – From Mordenkainen’s Monsters of the Multiverse
- n. Duergar – From Mordenkainen’s Monsters of the Multiverse
- o. Goblin – From Mordenkainen’s Monsters of the Multiverse
- p. Hobgoblin – From Volo’s Guide to Monsters
- q. Yuan Ti – From Mordenkainen’s Monsters of the Multiverse
- r. Changeling – From Mordenkainen’s Monsters of the Multiverse
- s. Harengon – From Mordenkainen’s Monsters of the Multiverse
- t. Kenku – From Mordenkainen’s Monsters of the Multiverse
- u. Lizardfolk – From Mordenkainen’s Monsters of the Multiverse
- v. Orc – From Volo’s Guide to Monsters
- w. Warforged – From Eberron Rising from the Last War
- x. Satyr – From Mordenkainen’s Monsters of the Multiverse
- y. Dhampir – From Van Richten’s Guide to Ravenloft

During Combat Rulings:

1. Banned Spells

- a. These are spells which are believed to be concerning or problematic for the purpose of balancing the matches;
 - i. Polymorph
 - ii. Heat Metal
 - iii. Summon Undead
 - iv. Fly

2. Sudden Death

- a. The games can not last forever, they must end quickly in a tournament style event
- b. After five rounds, the participants begin to lose 1 hit die of their HP per round over 5 until one of the characters dies
- c. After 10 rounds, the players must roll a d20 until one player rolls a higher number
 - i. If a judge believes that there is a clear victor and an additional judge agrees, then the match can be awarded to the aforementioned clear victor

3. Intentional Stalling

- a. Intentional stalling causes the game to run long and must be avoided to prevent rounds from exceeding a reasonable time constraint
- b. Participants will be found guilty of intentional stalling if they:
 - i. Do not engage in combat for two consecutive rounds
 - 1. For example, players cannot attempt to damage the opponent and try to hide or run away in any way for an extended period of time

- ii. Do not attempt to harm the opponent for three consecutive rounds
- c. If the following spells are used (and others like them) with the intention of leaving the boundaries of the arena, then the target will land back where they started in the combat 15 feet from the center
 - i. Banishment, Thunder Step, Dimension Door, etc...

4. Rules as Written

- a. For any such case involving the validity of a spell, the only acceptable ruling is one which follows the rules as written in Dungeons and Dragons officially published rules
 - i. No Baldur's Gate 3 rule adjustments
 - ii. Regardless of how many instances of Advantage and Disadvantage are applied to one player or target, the roll will be neutral if there is any combination of the two
 - iii. No common homebrew rules
 - 1. Attack rolls must meet the AC of the target
 - 2. Saves must meet the DC of the target
 - 3. Haste grants an additional single attack, not another attack action
 - 4. Potions take an action to consume

Running Combat:

1. Before the Start of Combat

- a. Player Characters can choose to draw their weapons prior to the start of the fight
 - i. A fighter who has both a bow and a sword can choose to draw one or the other prior to the start of combat
 - ii. Participants are not allowed to prepare or cast spells until their first turn in the first round of combat
- b. Player Characters will start 15 feet from the center on opposite sides of the arena
- c. PCs should be facing one another at the start

2. Initiative is Rolled

- a. The player with the highest roll and bonus will go first
- b. If both players have the same initiative, then the one with the higher base dexterity score will go first
 - i. If both players have the same dexterity score, then they will roll a d20 until one player rolls higher than the other. The player who rolls the higher number will go first

3. Actions on a Turn

- a. Players get one **action**, one **bonus action**, and one **reaction per round**
 - i. Only one leveled spell may be cast per turn
 - 1. Regardless of the casting time, a leveled spell may not be cast for any reason in any way on the same turn as another leveled spell
 - 2. EXCEPTION – According to rules as written the only exception that is immediately noteworthy involves “Counterspell” where a player may use their reaction to counterspell a counterspell
 - ii. An action and a reaction may be a leveled spell in one round
- b. Individual abilities, features, and spells should specify what kind of action and how long the actions will take to complete
 - i. Judges should verify that if challenged

4. End of Combat

- a. A match is concluded when one player's HP is less than or equal to zero

i. There are no death saves