

WRESTLEVANIA

MMMXXX

OVERVIEW

A wrestling match follows standard D&D Fifth Edition combat rules, with the participants rolling for initiative at the start of the match and taking turns on each subsequent round. A wrestler wins a match by scoring a "fall" (see: **GRAPPLING**), knocking their opponent unconscious, or by default, if their opponent is disqualified.

The DM fills the role of the referees, announcers, and non-player wrestlers. Depending on the structure of the particular tournament, the players may compete directly against one another, either as their own characters, or filling in as NPCs.

Melee weapons and magic are allowed, but ranged weapons, deadly force, mind control (including charm and sleep spells), and bodily possession are grounds for disqualification. When a wrestler makes an attack against their opponent, it is assumed that they are attempting to use non-lethal force unless the player specifies otherwise.

During the match, the wrestlers must remain in the ring, either touching the mat or in the air above it. If they exit the ring for any reason, a countdown begins. If they have not reentered the ring by the end of their next turn, they are disqualified and their opponent wins the match by default.

TAG TEAM RULES

Only one wrestler from each team (the "legal" wrestler) can be in the ring at a time. In order to tag in a teammate, the "legal" wrestler must use their action to tag their teammate, and their movement to exit the ring (if possible). Once the tag takes place (whether the teammate has entered the ring or not), the teammate is now considered the "legal" wrestler.

IF THE "LEGAL" WRESTLER FOR A TEAM IS KNOCKED OUT OR PINNED, THEIR TEAM LOSES THE MATCH.

GRAPPLING

In order to score a fall, a wrestler (**Wrestler A**) must pin their opponent (**Wrestler B**)'s shoulders to the mat for three consecutive grapple contests. The first grapple contest occurs on **Wrestler A**'s turn (as they pin their opponent and initiate the grapple), then the subsequent grapple checks will occur on the opponent (**Wrestler B**)'s turns as they attempt to escape.

- ★ If **Wrestler A** uses any movement or takes any actions during their turns aside from continuing the pin, **Wrestler A** will make their checks with disadvantage.
- ★ On **Wrestler B**'s turns, **Wrestler B** must use their action on either a grapple contest or some other method of ending the grapple (misty step, knocking their opponent back with a thunderwave, etc.) or automatically fail the contest for that round.
- ★ If **Wrestler B** successfully ends the grapple, the countdown resets.
- ★ If **Wrestler B** fails to end the grapple by the end of their second turn, the referee will call the "fall", and **Wrestler A** wins the match.

This adds up to three total contests spread across 2 to 3 rounds; the initial contest on the grappler's turn, then two subsequent contests on their opponent's turns. For example:

ROUND 1

A rolls a grapple contest against B, succeeds. **1 COUNT**

B is pinned at the start of their turn.
Rolls a grapple contest, fails to escape. **2 COUNT**

ROUND 2

A maintains the grapple (no check required).

B is pinned at the start of their turn.
Rolls a grapple contest, fails to escape. **3 COUNT**

OTHER PLAYERS

Players who are not in the match can still roll initiative along with the wrestlers and use their turns to help their party. Some common examples would be casting Bardic Inspiration on a player to help them with a grapple, or using their turn to distract the refs while their party member performs an illegal move.

THIS IS A CLEAR VIOLATION OF THE RULES OF THE GAME

WHAT ARE THE REFEREES UP TO?

Exactly how engaged the referees are with the match is up to the DM's discretion. The DM may roll a 1d12 and refer to this table to determine what the referees are doing at any given point.

1 Taking a nap in a comfy hammock with his hat pulled down over his eyes.

2 Found a copper piece on the ground. The ref is trying to pick it up but it's kinda stuck to the floor and he just clipped his fingernails.

3 One ref noticed another ref's sideburns were too long and he's giving her a haircut.

4 Doing a maze from a children's menu at a restaurant.

5 Lost in thought, doing a sudoku.

6 Listening to a book on tape with his eyes closed.

7 A goose stole the ref's whistle and he's chasing the goose around trying to get it back.

8 Working on a cross stitch.

9 Appraising an antique wardrobe.

10 Very carefully hoisting up the mainsail on a miniature ship in a bottle they've been building.

11 Two of the refs are wrestling each other, and there's a third ref watching them and he's asleep.

12 Actually paying attention to the match.

MERCHANDISING

Professional wrestling is a performance as much as it is a display of brute force. Players are rewarded for adding crowd-pleasing flourishes to their attacks and other actions during the match, and demoralizing their opponents with memorable trash talk.

★ As a bonus action on each of their turns, players can try to win over the crowd with **Performance** or **Acrobatics** checks. With each successful check, the player gains fans, which can then be monetized. After each match, the league will sell merchandise featuring the player character's likeness, and each "fan" adds to a multiplier on the player's baseline pay. The "Fans" total is cumulative, so the more matches the player wrestles in, the higher their multiplier for each.

★ The DM will keep track of each player's "Fans" total as they go.

Acrobatics

- Acrobatic flourish (DC13): 1 fan
- Cool signature move (DC16): 3 fans

Performance

- Trash talk (DC10): 1 fan
- Juicing the crowd (DC13): 3 fans
- Successful catchphrase (DC16, twice): 10 fans

BASELINE PAY

	WIN	LOSS
LOW-TIER	2GP	1GP
MID-TIER	5GP	2GP
HIGH-TIER	10GP	5GP

Before making the roll, the player must describe the action or colorful turn of phrase their character is attempting. The DM may reward players who establish creative wrestling "personas" by granting them advantage on their performance checks.

For example:

- ★ A player wins a mid-tier match, and makes seven fans.
 - ▶ Their take-home pay is **35GP**.
- ★ Then, they lose a high-tier match and make two more fans.
 - ▶ Their pay is **45GP** for the second match.

Conversely, cheap shots and bad sportsmanship may be punished by losing fans. Even if the referees do not notice, attempts to subvert the rules may result in a negative penalty to the "Fans" multiplier, at the DM's discretion.

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ian.mckinn3y@gmail.com
www.bupropion.fun

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