

MUD WRESTLING

v. 1.0

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Wrestling is a favored pastime around the world, both in real life and in fantasy games. While some societies make wrestling into a grand and formal institution, the common folk have a simple and unified alternative: mud wrestling.

Mud wrestling is an ideal challenge for use in 1-on-1 campaigns and duels, party down-time, and as side-track during a larger adventure. Using this article, you can orchestrate a mud wrestling tournament or launch into spontaneous matches on the fly. This article also features a template, NPCs, and monsters for romping in the mud!

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Set-Up

Mud wrestling events are easy to drag and drop into any scenario. The exact features of a mud wrestling arena vary by context, but most have some basic similarities.

Mud Pit

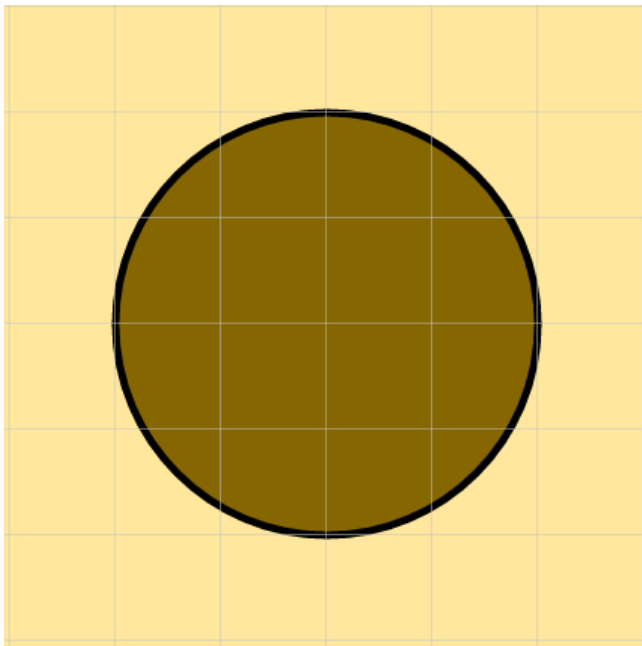
The soaked ground in a mud pit has been worked into a thick and sloppy mire. The official play area is ringed off with a 20 ft diameter chalk circle. The muck of the wrestling pit **reduces participants' land speed to 5ft.**

Roster

Formal and semi-formal mud wrestling tournaments feature score boards, which track participants as they advance through the ranks and ladders. Participants can use this board to get information on upcoming opponents.

Seating

Seating for a mud wrestling event varies by formality. Sudden mud-fights may occur spontaneously in barnyards or behind bars, and viewers probably have to stand. Pre-planned tournaments may feature bleachers for the audience. In any case, one to three observers are designated as judges, and the remaining audience is usually welcome to heckle and cheer. (Cunning onlookers may even decide to interfere.)



Though many people may be just as happy using theatre of the mind to handle mud wrestling, setting the scene with minis and grid is simple and easy to adjust!

Etiquette

The rules and nature of mud wrestling restricts the participants' actions in the mud pit. Some of these restrictions help ensure a safe and fair competition; they all help keep the show entertaining!

Skin Only!

The only equipment permitted in the wrestling pit are the participants' clothing. Weapons, armor, shields, component pouches, and other items are strictly forbidden.

Keep it Clean!

Punching is permitted in mud wrestling, but biting and scratching are not. Lethal injury, as well as direct attacks against the eyes or groin, are grounds for immediate disqualification.

No Spells!

This is a wrestling contest, not a magic duel! Magic that takes away from the spectacle of wrestling is strictly forbidden. This includes spells like *ray of frost* and *misty step*, the *mind thrust* psionic power, a dragonborn's Breath Weapon, and the like. Receiving an outside magical benefit is the equivalent of bringing in weapons or armor, and is likewise banned.

Variant: Pro-Magic Wrestling

At the GM's option, "no magic" may be more a guideline than a rule. In this case, the crowd may not notice or mind when spellcasters use spells to enhance their own wrestling capabilities (such as *mage armor*, *barkskin*, and *enhance ability*). Crowds may even cheer appropriate and thrilling supernatural feats, such as *enlarge/reduce*, Divine Smite, or Wild Shape!



A given culture may use wrestling train, entertain, or solve disputes. Mud wrestling can be as formal or informal as the occasion calls for. Matches can be central events of tournaments, festivals, or weekend antics.

Procedure

A mud wrestling match runs basically like combat. Both participants roll initiative, as do any observers who intend to interfere.

The slick and sticky mud pit reduces both participants land speed to 5 ft. Participants can take whatever actions they like; however, participants who break etiquette, or those who do whatever the audience considers “cheating,” will be disqualified by judges and the onlookers. The most straightforward actions that directly contribute to victory are extensions of the Attack action:

- Unarmed strike
- Grapple
- Shove

A participant’s other capabilities help push them ahead and distinguish them as unique fighters.

Winning

Participants are eliminated when they are caught cheating, step outside of the ring, or are down for a ten second count. In terms of mechanics, the main win conditions are:

Knock-Out

You win when you reduce your opponent’s HP to 0. Unless you specify lethal intent, a knocked-out combatant automatically stabilizes and after 1d10 minutes regains 1 hit point.

Attacking with lethal intent disqualifies the attacker. Biting or scratching, or attacking an opponents eyes or groin also disqualifies the attacker.

Ring Out

You win if you shove an opponent out of the ring; since land movement is 5 ft, this usually requires two or three successes in close succession.

Creatures who fly or teleport will be considered to have left the ring, and loose the match.

Pin

You win when your opponent fails to escape your grapple three times in a row.



WRESTLING MONSTERS & NPCs

This section features no new monsters or NPCs. Rather, the creatures here are tweaked so that they are ready for use in a wrestling match.

(Wrestling) Template

Humanoids, and any fiends, celestials, elementals, giants or other creatures with a generally human shape can adjust to participate in a wrestling match. Wrestle-ready creatures maintain their statistics, except as follows.

Challenge: The exact CR of a (Wrestling) creature varies by how much power they lose by removing their equipment. Most creatures take a small to significant CR reduction; others primed for unarmed combat do not face a CR reduction.

The creatures featured here do not list modified CRs due to the assumption that they can readily regain their equipment.

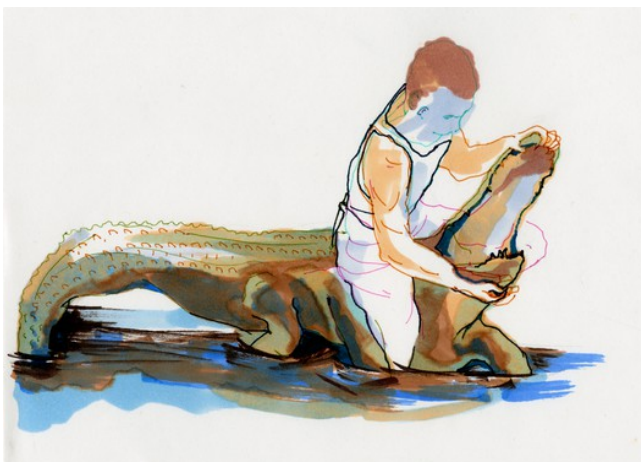
Equipment: The creature removes all equipment besides its clothing. Creatures that wear armor must recompute their Armor Class. It retains its natural weapons, natural armor, and other innate capabilities.

Unarmed Strikes: The creature's attack and damage rolls with unarmed strikes use the better of its Strength or Dexterity modifiers.

Spellcasting: If the creature prepares spells, prepare spells relevant and legal for wrestling. Consider how the spellcaster obtains its material components (or whether it needs them).

Modify Thematic Abilities: Some features (such as the bandit captain's Parry and the assassin's poisoned weapons) can be adjusted to suit unarmed fighting.

Cheating: At your discretion, creatures unconcerned with or capable of cheating may retain or modify any of the features removed by this template.



Assassin (Wrestling)

Medium humanoid (any race), any non-good alignment

Armor Class 13

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	13 (+1)	11 (+0)	10 (+0)

Saving Throws Dex +6, Int +4

Skills Acrobatics +6, Deception +3, Perception +3, Stealth +9

Damage Resistances poison

Senses passive Perception 13

Languages Thieves' cant plus any two languages

Challenge 8 (3,900 XP)

Special Traits

Assassinate: During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Evasion: If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack: Once per turn, the assassin deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Actions

Multiattack: The assassin makes two melee attacks, and may replace either of these with a shove or grapple attempt.

Unarmed Strike: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 bludgeoning damage.

Poisoned Fingernails: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 slashing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Assassins enter grappling tournaments to kill vulnerable targets; attacks against their targets are always made with lethal intent. Only high-profile competitors usually generate the ire for someone to contract an assassin.

Bandit Captain (Wrestling)

Medium humanoid (any race), any non-lawful alignment

Armor Class 13

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

Saving Throws Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4

Senses: passive Perception 10

Languages any two languages

Challenge 2 (450 XP)

Actions

Multiattack: The captain makes two unarmed strike attacks.

Unarmed Strike: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 bludgeoning damage.

Reactions

Unarmed Parry: The captain adds 2 to its AC against one unarmed strike that would hit it. To do so, the captain must see the attacker and hold nothing in either hand.

Captains do not usually deign to wrestle with their ship-mates. However, the captain may opt to enter the mud pits with a worthy challenger in lieu of open combat.

Berserker (Wrestling)

Medium humanoid (any race), any chaotic alignment

Armor Class 11

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP)

Special Traits

Reckless: At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Attacks

Unarmed Strike: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 bludgeoning damage.

These wild folk consider even deadly wrestling matches to be a more gentle and friendly past time.



Commoner (Wrestling)

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

Actions

Unarmed Strike: *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

Commoners may be bullied or blackmailed into wrestling tournaments. Others may be foolish enough to think they can win.

Veteran (Wrestling)

Medium humanoid (any race), any alignment

Armor Class 11

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

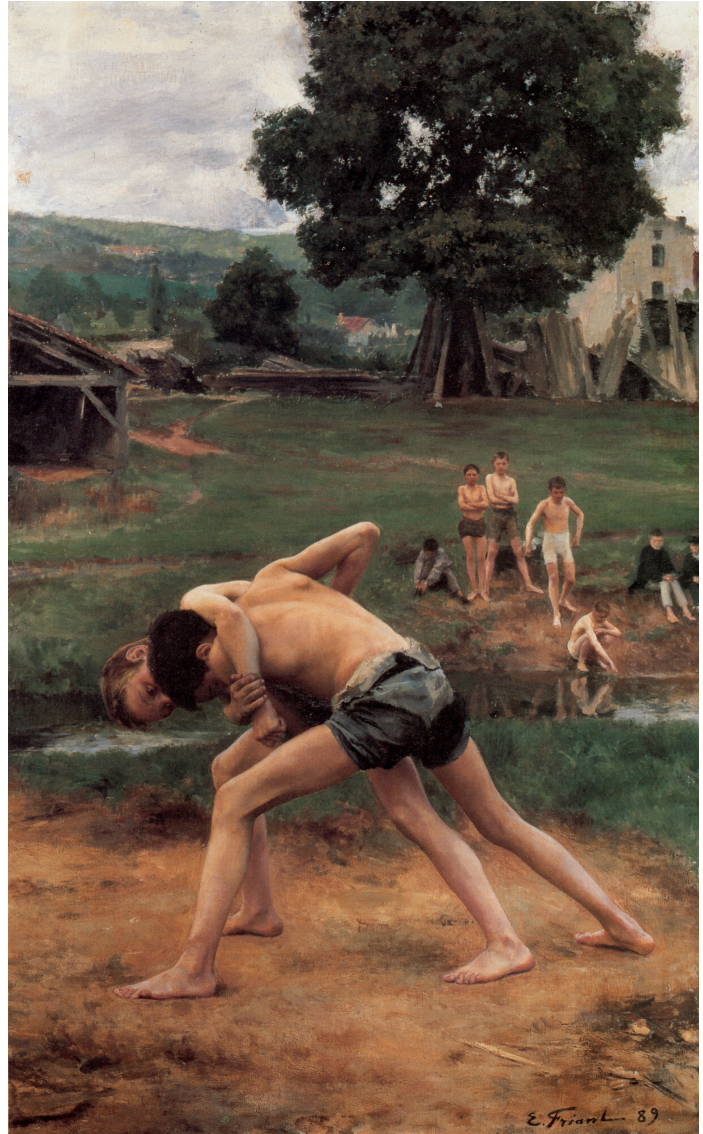
Challenge 3 (700 XP)

Actions

Multiattack: The captain makes two unarmed strike attacks.

Unarmed Strike: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 bludgeoning damage.

Veterans wrestle less readily than in their past, but when they do they are formidable opponents.



Angel, Deva (Wrestling)

Medium celestial, lawful good

Armor Class 17 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	20 (+5)	20 (+5)

Saving Throws Wis +9, Cha +9

Skills Insight +9, Perception +9

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 19

Languages all, telepathy 120 ft.

Challenge 10 (5,900 XP)

Special Qualities

Angelic Weapons: The deva's weapon attacks are magical. When the deva hits with any weapon, the weapon deals an extra 4d8 radiant damage (included in the attack).

Innate Spellcasting: The deva's spellcasting ability is Charisma (spell save DC 17). The deva can innately cast the following spells, requiring only verbal components

At will: detect evil and good

1/day each: commune, raise dead

Magic Resistance: The deva has advantage on saving throws against spells and other magical effects.

Actions

Multiattack: The deva makes two melee attacks.

Unarmed Strike: *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 5 bludgeoning damage plus 18 (4d8) radiant damage.

Healing Touch (3/Day): The deva touches another creature. The target magically regains 20 (4d8 + 2) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Change Shape: The deva magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the deva's choice). In a new form, the deva retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks.

Wrestling matches between great heroes and fiends, as well as those that take place in celestial realms, may

attract the attention of lesser angels such as devas.

Devil, Bearded

Medium fiend (devil), lawful evil

Armor Class 13 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	9 (-1)	11 (+0)	11 (+0)

Saving Throws Str +5, Con +4, Wis +2

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Infernal, telepathy 120 ft.

Challenge 3 (700 XP)

Special Traits

Devil's Sight: Magical darkness doesn't impede the devil's darkvision.

Magic Resistance: The devil has advantage on saving throws against spells and other magical effects.

Steadfast: The devil can't be frightened while it can see an allied creature within 30 feet of it.

Actions

Multiattack: The devil makes two melee attacks.

Beard: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Unarmed Strike: *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 4 bludgeoning damage.

Sometimes devils enter into martial arts tournaments in order to distinguish themselves from their peers and advance in rank. Devils overseeing hellfire pits may "challenge" the ostentatious condemned in order to break their will. When devils lose such matches, they may offer the once-condemned a way back to the mortal world (lest the secret of the devil's loss get out).

Genie, Efreeti (Wrestling)

Large elemental, lawful evil

Armor Class 17 (natural armor)

Hit Points 200 (16d10 + 112)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	24 (+7)	16 (+3)	15 (+2)	16 (+3)

Saving Throws Int +7, Wis +6, Cha +7

Damage Immunities fire

Senses darkvision 120 ft., passive Perception 12

Languages Ignan

Challenge 11 (7,200 XP)

Special Traits

Elemental Demise: If the efreeti dies, its body disintegrates in a flash of fire and puff of smoke, leaving behind only equipment the efreeti was wearing or carrying.

Innate Spellcasting: The efreeti's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect magic*

3/day: *enlarge/reduce, tongues*

1/day each: *conjure elemental* (fire elemental only), *gaseous form, invisibility, major image, plane shift, wall of fire*

Actions

Multiattack: The efreeti makes two unarmed strikes or uses its Hurl Flame twice.

Unarmed Strike: Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 8 bludgeoning damage plus 7 (2d6) fire damage.

Hurl Flame: Ranged Spell Attack: +7 to hit, range 120 ft., one target. Hit: 17 (5d6) fire damage.

Wrestling matches within the elemental planes may draw the attention of genies. Non-hostile efreet challenge mortals to wrestling matches in order to determine their valor and strength.

Hill Giant (Wrestling)

Huge giant, chaotic evil

Armor Class 13 (natural armor)

Hit Points 105 (10d12 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	5 (-3)	9 (-1)	6 (-2)

Skills Perception +2

Senses passive Perception 12

Languages Giant

Challenge 5 (1,800 XP)

Actions

Multiattack: The giant makes two melee attacks.

Unarmed Strike: *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 7 bludgeoning damage.

Giants may enter high-profile wrestling matches to win a prize. If defeated, they likely throw a tantrum.

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