

Intro

Mage ball is a game played on a field in which two teams compete to get the "Mage Ball" into the opposing team's goal. Mage ball is a blood sport and combat is allowed if not encouraged.

Mage ball was made in the context of being played in a D&D 5th edition game, but can obviously be played in any system.

Basic Rules

The Ball: The Mage Ball itself is an enchanted glass orb weighing around 5 pounds (2.27 kilograms).

The Goal: The goal or the Rune Wall, is an enchanted marble curved wall. The wall is inscribed with an uncountable amount of runes that make the wall practically invincible.

Scoring: Whenever the ball is run in, or thrown into the Rune Wall, the Mage Ball explodes in a magnificent glow of light. Anyone within 10 ft of the explosion must make a dc dex check of 13 or take 2d8 damage and half as much on a successful save. The damage of the Mage Ball should be based on player levels though and should be adjusted to individual games.

Roles

Each player has a specific role that dictates their equipment, abilities, and range of motion on the field.

On each team there must be one ace and one guardian, one Frogmeister and one Oath Knight. Each team has two Hex Knights, and one Bandit.

Guardian(Basically the goalkeeper): The guardian is the player that guards their team's net. The guardian is usually a heavily armored player equipped with only a shield. The guardian cannot pass the first wooden pillar on their team's side of the field. The guardian is forbidden from casting spells. The Guardian can hold the ball.

Hex Knight: A front line player who tackles the opposing team's mage ball carrier and carries the ball for their team or blocks for their team's runner. The Hex knight is forbidden from casting spells in the rulebook. Hex Knights are not equipped with weapons but their armor augments their hand to hand combat ability.

Frogmeister: A back line player and a supportive one. A Frogmeister is the lightly armored healer/buffer of the team. The Frogmeister is not allowed across the halfway point of the field. The frogmeister is also not allowed to touch the mage ball. The Frogmeister can have a spell casting focus and one healing potion but cannot carry any combat equipment (including shields). Frogmeisters can attack unarmed but only in self defense (can only attack people who attack them first, and cannot take attacks of opportunity. The Frogmeister can cast damage cantrips with no restrictions though (no damage spells, only cantrips).

Bandit: The bandit is a flank player and has a more sneaky role. The bandit has to play in front of their team's two second wooden pillars. Bandits are also the only players allowed to climb the opposing teams pillars and play on top of them. Bandits can use any weapon and can cast spells freely, but are not allowed to wear heavy armor.

Swipes, as an action the Bandit player can swipe the ball from another player, to do this the Bandit player must win in a dexterity contest with the ball holder. If the Bandit wins by 5 or more the Bandit gains possession of the ball, if they win by less than 5 the ball is knocked to the ground instead.

Climbing, as part of movement the Bandit can climb any wooden pillar by beating a dc 10 dexterity check. This climb counts as 15 ft of movement.

Oath Knight: The Oath Knight is a back line protection player. They are usually heavily armored, and tough individuals. The oath knight cannot cross the team's second set of wooden pillars. Oath Knight can play defense and block shots, but are not allowed to hold the ball. The main role of the Oath Knight is to protect their team's Frogmeister, the Oath Knight can give up to 4 of their ac (on their turn, and only lasts until the start of their next turn when their ac is taken back) and take up to 10 damage per turn for the Frogmeister. The Oath Knight can only do this if the Frogmeister is within 5 ft of them. The Frogmeister and the Oath Knight are usually soul bound for the duration of the game, giving them telepathic communication abilities, and when one feels any pain or emotion, the other also feels it. A soft blue magical stream can be seen connecting the two. The Oath Knight is also not allowed to receive any spell buffs or healing.

Ace: The ace is the main damage dealer on their team, usually aces are spellcasters but this is not necessary. The ace can go anywhere on the field, cast damage spells, carry the ball, and more importantly they can shoot the ball. The ace wears a special magic bracer that can imbue the Mage Ball with magic and launch it through the air. Aces are meant to be the "stars" of their teams.

Start: Mage Ball is a game to 5 and there is no time limit, every time a team scores the round ends and a time out ensues.. At the start of the game, or whenever a team scores a point, and the time out ends, the game has a "start." Each role must start in a specific location.

Ace: The ace can start at any location on their team's side of the field.

Oath Knight + Frogmeister: The Oath Knight and the Frogmeister start right next to one another behind their teams first wood pillar.

Hex Knight: Hex Knights start in front of their team's first wooden pillar.

Bandit: Bandits can start anywhere on the field but cannot start within 15 ft of the Mage Ball, or the Rune Wall.

Guardian: The Guardian must start in their team's goal.

Advanced Rules

Pickup Rules: When the ball is on the ground the ball can be picked up with an action or a bonus action.

Between Rounds: In Between rounds every player takes a short rest and heals their normal hit die amount plus 1d6. There are no limits on hit die amounts, but only one can be rolled in between rounds. If a player sits out a round they heal to full another hit die worth of health. All players also regain their level plus 1 level of spell slots. For example a level three wizard would regain 5 levels worth of spells slots. Sorcerers regain 1d4 spell sorcerer points, and monks regain 1d4 chi points.

Initiative: At the start of the game all players roll initiative. One team cannot have two players go consecutively so whoever rolls the highest goes first, followed by whoever rolled highest on the other team and so on until every player has had a turn. Initiative is rolled at the start of every round. If the Arbiter stops and then restarts the play the initiative rolled at the start of the round is used again.

Ball carrying: For any player holding the ball, their speed is lowered by 5 ft and their ac is lowered by 2. To see opportunity attack rules see page one. When damaged in any way while carrying the ball the carrier must make a dc 14 constitution saving throw or drop the ball.

Passing Rules: All players who are allowed to pick up the ball can pass the ball. Passing the ball can be an action or a bonus action. The exception to this is Bandits, they can throw passes but cannot receive one. Bandits can only get the ball from off the ground, a handoff from a teammate, by a special ability only Bandits have called swiping the ball from a member of the other team, or by an interception.

When throwing a pass the player throwing rolls a d20 and adds either their strength or dexterity modifier. Then the person receiving the pass must also roll, they must roll higher than 20 - whatever the passer rolled. For example if the passer rolled a 8, the catcher must roll a 12 or higher to catch the ball. Passing the ball can be an action or a bonus action. If a thrower rolls a 1 the only way it can be caught is if the catcher rolls a natural 20, when this happens it is considered a diving catch, when this happens it the catcher is "bagging" the ball, or the catcher "bags" the ball.

When the thrower rolls a natural 20 the ball is always caught and the catcher does not need to make a roll.

When passing line of sight is preferred, but a lob pass can still be made over people or obstacles, when a lob pass is made, the thrower has disadvantage on the throw.

Warlocks: Warlocks are rare in Mage Ball, and are only (lore wise) allowed if their patron is Quotis. Quotis was once a mortal wood elf wizard who invented mage ball. But through many expeditions into the feywild become a much more powerful being. He is now a greatly loved

figure and many worship him like a god. Occasionally when Quotis sees an especially talented mage ball player he will sponsor them. These players almost always end up being legends of the game.

Interceptions: Interceptions can happen in two ways, the first way is called line of throw interception, or when a player is within 5 ft of the line the ball goes to reach the catcher. To make a line of throw interception the interceptor must beat the thrower's roll by 6 or more to smack the ball down, or by 8 or more to make an interception.

The other time is a coverage interception. Or when a player is standing within 5 ft of a player about to catch the Mage Ball the player covering can also make a Dexterity or strength check to see if they can intercept or smackdown. The player covering has disadvantage on the check, unless it was a lob pass then it is considered a lob pass. If the cover player matches the catcher's roll or beats them by 3 or less the ball is smackdown, i.e. the Mage Ball is knocked to the ground. If the cover player wins the check by 4 or more the Mage Ball is intercepted and the cover player takes possession of the ball.

Opportunity attacks, tackles, and Grapples: In Mage Ball, opportunity attacks are provoked wherever you go within 5 feet (ft, 5 ft = one box) of another player, and when one hits your movement is halted until the start of your next turn. Grapples are also allowed when making opportunity attacks. A tackle occurs when you win an offensive grapple check by 4 or more. When an opponent is tackled, normal grappling rules apply, additionally the person tackled is also knocked prone, and automatically drops the Mage Ball. Grapples also now deal 1+ strength modifier damage, and tackles deal 1d4 + strength modifier damage. Unarmed strikes for armored players deal 1d6 + strength modifier damage.

Coverage: When within 5 ft of a player on the other team you can "cover" them. Meaning you follow them and try to intercept/smackdown the ball when it is thrown to them. To cover someone successfully you must beat them in a dexterity/athletics check. If it is a tie or the coverer wins, the other player is covered.

Shooting and saving Rules: Only the Ace of the team can shoot a ball at the goal. When making a shoot they roll a d20 + their spellcasting modifier. The Guardian in the goal must match or beat the shooter's roll, with. The Guardian rolls a con saving throw to make the save. On a successful save the Guardian still takes 1d6 damage from the mage ball and is knocked prone.

Being Downed: When a player is dropped to zero hit points to zero hit points they are downed for the round. All players wear a special magical harness that automatically stabilizes them. A downed player can be healed and brought back into that same round. If they are not brought back, they automatically do in the next round. If a player is downed 4 times in a single game they must sit out the rest of the game.

The Referee: The referee for Mage Ball is called the Arbiter, the Arbiter sits on one of the side walls of the field and mediates the game from there.

Fouls: Whenever a rule is broken, (e.g. the Frogmeister picks up the ball) a foul is called by the referee. A list of fouls and their consequences follow.

Miscarry Foul: A miscarry foul is when a player who is not allowed to pick up a ball picks it up. When this happens the game is paused, and the other team gains possession of the ball at the spot of the incident. Then the Arbiter will count down to the start of the play.

Late Hit Foul: A late hit foul is when a player attacks an already downed player. When this happens that player that made the attack is ejected from the game and fined 100 gold, if no subs are available the team will play a man down. If a player dies as a result of the late hit, the fouler is banned from Mage Ball for life. Also the opposing team is given possession of the ball at the spot of the foul, and the Arbiter counts down to the start of the play.

Guardian Interference Foul: A Guardian interference foul is when a player restrains the Guardian in a way that prevents them from making a save attempt. When this happens the Guardian whose was obstructed is given possession of the Mage Ball and the Arbiter counts down to the start of the play.