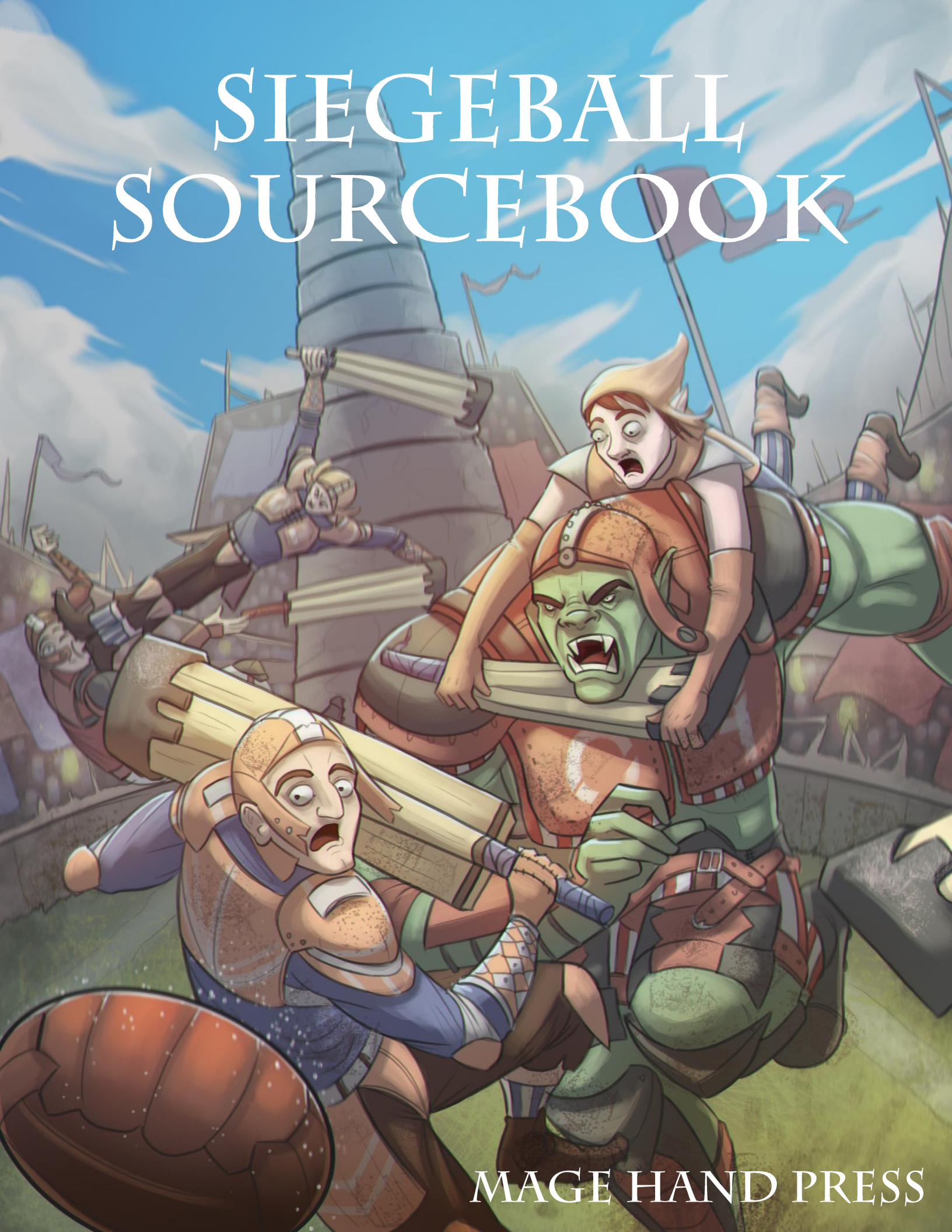


SIEGEBALL SOURCEBOOK



MAGE HAND PRESS

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CHAPTER 1: THE GAME

QUICK RULES

People in every campaign world need some form of recreational past time, apart from killing monsters and going on quests, of course. Siegeball, a fantasy sport which originated on the /tg/ forums for 3.5 edition, is a perfect fit. It's fun, violent, complements all kinds of characters, and makes clever use of existing game mechanics.

THE GAME

Siegeball is a game played between two teams of five players each. Each team has a tower to defend from the other team. Players can't attack the towers directly, however. Instead, there is a single ball which can be used to knock the towers down. A team loses when their tower falls.

THE ARENA

The game is played in a walled rectangular arena. Normally, this arena is 125 feet long by 45 feet wide (25 squares by 9 squares), though arenas of all sizes and shapes exist. Each team's tower, a 5-foot diameter pillar made of wood or loose stone, is set up 15 feet from each end of the arena lengthwise. Towers have 15 hit points and can only be damaged by the impact of the ball.

At higher tiers of play, the tower has more hit points, increasing by 20 hit points when the players reach 5th level (35), 11th level (55), and 17th level (75).

THE BALL

Central to the game of siegeball is the ball, an especially dense sphere of solid rubber or wrapped leather that is pursued by the players. The ball is astoundingly heavy, and players move it by attacking it. Though in some places, players strike the ball with their hands or fists, usually players are given bats, or even more powerful melee weapons, like warhammers and mauls.

The ball has an AC of 8 and a pool of **Momentum Points**, which determine how fast it's moving.

Attacking the Ball. When you attack the ball, you can choose to hit it in one of the eight cardinal directions. The ball is immune to poison and psychic damage. On a hit, the ball gains a number of momentum points equal to half the damage dealt to it, rounded down. The ball moves five feet in the chosen direction for each momentum point it has. As it moves, the ball subtracts one momentum point for each five feet it moves until it stops. The ball can collide with wall, objects, or towers.



Colliding with a Wall. If the ball collides with a wall, it bounces off at an angle corresponding to its direction and continues to move until it stops.

Colliding with a Player. If you are not prone, you can use your reaction to hit the ball if it collides with you. To do so, make an attack roll targeting the ball. While moving, the ball has a bonus to its AC equal to its current momentum points. On a hit, roll damage as normal, remove the ball's current momentum points, and send it in a new direction. If you miss, the ball hits you, and you take damage equal to the ball's current momentum points and are knocked prone.

If you do not use your reaction to stop the ball, it rolls past you.

Colliding with a Tower. If the ball collides with a tower, it deals damage to the tower equal to the ball's current momentum points and then stops.

PLAYING THE GAME

The game begins with a tip-off in the center of the arena. A player from each team makes an attack roll against the ball. The player with the higher attack roll successfully attacks the ball. Players begin within 10 feet and 30 feet of the ball on their side of the arena.

Players act in initiative order. If preferable, the GM can choose for the teams to take turns acting, instead of keeping track of the players individually. The game ends when a tower is reduced to 0 hit points.

Siegeball is a widely-played sport and the exact rules and standards change wherever the game is played. The only concrete rule of siegeball is not to attack your opponent's tower directly. In most arenas, using magic and attacking players directly are also considered cheating (though this doesn't stop some witches and wizards from influencing the games anyway). However, other behaviors, like shoving opposing players or kicking dirt into their eyes, is tolerated and sometimes even encouraged.

In seedier games, siegeball is a violent, high-stakes competition, with spellcasters on both sides attempting to secretly fix the game for their side, while the players try to disguise outright attacks on their opponents as legitimate maneuvers. Bets on siegeball games range from a few silver pieces to bags of gold, and games are particularly cut-throat when fortunes are on the line.

DEGREES OF RULES

Different siegeball arenas impose different restrictions on the games they hold, ranging from so-called underground arenas, where blood is more important than sport, to the

mainstream arenas, which are funded by kings or other nobility, and thus impose fairly civilized rules.

The following are some general types of restrictions that might be imposed on a game:

Everything Goes. Magic, deadly weapons, direct attacks on players, and even murder is all allowed in this game. Arenas that play with these rules are typically deemed Blood Arenas by spectators, and their players (which are paid handsomely for surviving) are more like gladiators than professional athletes. Expect these arenas in drow cities, and other evil locales.

Everything Goes (Limited). Magic and direct attacks on other players are allowed, but only conventional siegeball weapons are allowed, and outright murder disqualifies a team. These rules are typically held in run-down arenas in less prosperous cities (where new siegeball teams might just get their start.)

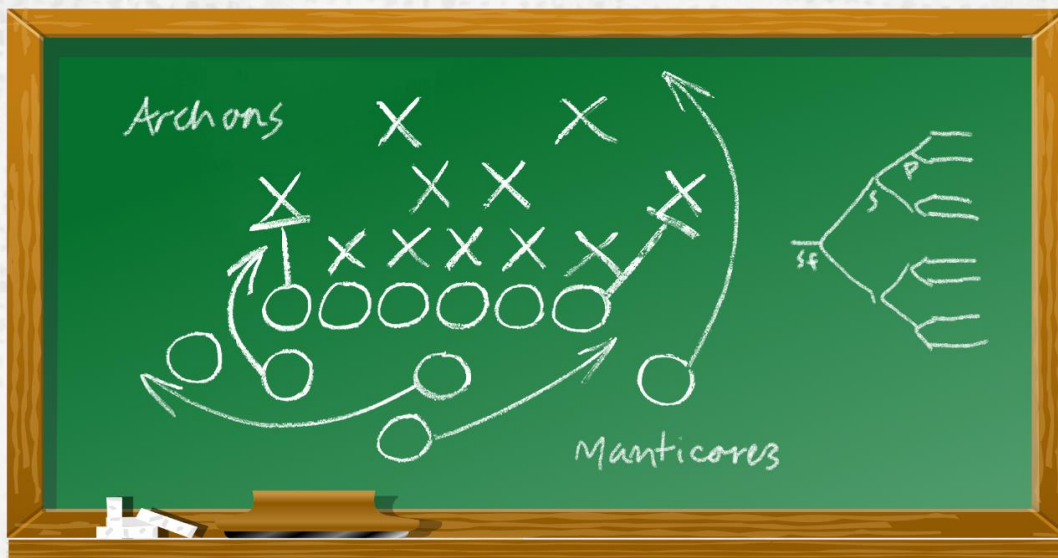
All Weapons. Weapons of any variety can be used in this game, up to and including massive warhammers and greatswords, but no magic of any sort is allowed. Attacks against other players and illegal magic are penalized by removing the offending players from the field. The entire team is disqualified if its players are removed from the field three times for breaking the rules, or if one of its players outright kills a member of the other team.

This variant of the rules is similar to the conventional rules, but allows for spectacular and dangerous weapons (and, of course, more deadly "accidents"). Particularly ravenous crowds flock to these games for the fleeting chance of watching blood being spilled.

Limited Magic. Some spells, specifically those which do not directly deal damage to members of the other team, are allowed. At least one player on each team is encouraged to know the spells *dispel magic* and *counterspell*. Attacks against other players and illegal magic are penalized by removing the offending players from the field. The entire team is disqualified if its players are removed from the field three times for breaking the rules, or if one of its players outright kills a member of the other team. Teleporting another player mid-game across the continent, however, is allowed.

These rules are more common where magic is viewed more favorably as a civilized art, rather than as the trickery of elves and witches. Though the spectators might seem more refined at first glance, they are just as ravenous for the blood and conflict of a good siegeball game.

Conventional. Only conventional siegeball weapons are allowed in this game, and all magic is disallowed. Attacks against other players and illegal magic are penalized by removing the offending players from the field. The entire



team is disqualified if its players are removed from the field three times for breaking the rules, or if one of its players outright kills a member of the other team.

This is the dominant system of rules for the game, practiced in the most prominent siegeball arenas.

OTHER ACTIONS

In addition to attacking, dodging, shoving, and dashing, (and occasionally using an item forbidden by the referees), there are a few special actions that players of a siegeball game might take.

Attack a Player (Illegally). In the most disreputable games, direct assaults on other players are not only allowed, they're encouraged. In most games, however, an attack can only be made when the referee isn't looking. When you make an attack on a creature in an arena that doesn't allow direct attacks, make a Dexterity (Stealth) check or a Charisma (Deception) check, contested by the referee's passive Perception score (usually 14). On a success, you attack the player without consequence. On a failure, you are removed from the game for the following round, and reenter the game on a side of the arena near your tower.

Shove actions do not incur a penalty.

Block. You dig in your heels and hold your ground. You have advantage on any ability check or saving throw you make to resist being moved against your will, and you can use your reaction to attack any ball that moves within 5 feet of you. Additionally, if the ball is within 5 feet of you, creatures you choose have disadvantage on attack rolls against it.

Cast a Spell (Illegally). In very high society (especially elven society) certain types of more civilized magic might be allowed in siegeball games, but the vast majority of

games, any arcana is paramount to cheating. When you cast a spell in an arena that doesn't allow magic, you can make a Dexterity (Stealth) check or a Charisma (Deception) check, contested by the referee's passive Perception score. This roll has advantage if the target is within 5 feet of you, the effect of the spell doesn't include any large audio or visual cues (like certain illusion spells, or spells like *gust of wind*), or the spell is cast with the sorcerer's Subtle Spell Metamagic. It has disadvantage if the target of the spell is more than 5 feet away from you, or if the effect of the spell has obvious audio or visual effects. On a success, you cast the spell without consequence. On a failure, you are removed from the game for the following round, and reenter the game on a side of the arena near your tower.

Inborn magical abilities like a dragonborn's Breath Weapon may or may not count as magic, at the referee's discretion.

Follow. When you take this action, choose a creature you can see within 10 feet of you. When that creature moves, you attempt to follow behind it, moving up to your base speed, while remaining the same distance between yourself and the lead creature for the entire duration of the movement.

Retire. When you take this action, you remove yourself from the field and sit out the rest of the game. This may be useful to free yourself from danger, but you can no longer help your team. You can use this action to retire an unconscious player within 5 feet of you.

Tackle. Performing a tackle is a special variant of shoving a creature. You have advantage on a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). On a success, you and the target are knocked prone in the target's space.

CHAPTER 2: CHAPTER OPTIONS

— ARCHETYPES —

Siegeball players are cut from every cloth and can come from any walk of life. Some are ex-adventurers or ex-soldiers, who have turned their physical prowess to a (slightly) less violent pastime. Others are lifelong fans of the game, who aspire to fame and fortune in professional play. Others still have ulterior motives, engaging in siegeball games only to sell *jax* or to achieve a political goal with a team-owner.

These archetypes (for the barbarian, fighter, rogue, and wizard, respectively) are tailor-fit for siegeball campaigns. However, characters of any class and race can participate in siegeball, so feel free to experiment when putting a team together.

PRIMAL PATH

Rage burns in every barbarian's heart, a furnace that drives him or her toward greatness. Different barbarians attribute their rage to different sources, however. For some, it is an internal reservoir where pain, grief, and anger are forged into a fury hard as steel. Others see it as a spiritual blessing, a gift of a totem animal.

PATH OF THE DIE-HARD

For some people, siegeball is just a game. For others, it is a way of life. For a select few, however, it is more than that: for the die-hards, siegeball is a religion. Every team's fanbase has a small hard core of super fanatics—people so utterly devoted to their team that they might fly into berserker rages after seeing them lose.

For a die-hard fan, the world is just one massive siegeball arena, which means that they are always ready for explosive, violent action, particularly against die-hard supporters of rival teams!

MASTER IMPROVISER

Starting at 3rd level, you are an expert in ripping up the scenery and turning it into weaponry. You have proficiency with all improvised weapons. When you wield an improvised weapon, its damage die is 1d8 if wielded in one hand, 1d10 if wielded in two hands, and 1d6 if thrown as a projectile.

Furthermore, you can employ found objects as improvised shields, which function exactly like normal shields for you.

FLARE

Also at 3rd level, you make sure to always carry a number of signal flares on your person. These can be thrown up to 60 feet away as an action, causing a 20-foot radius sphere around the point of impact to fill with smoke, which spreads around corners. The area is heavily obscured for 1 minute, or until the smoke is dispersed by a moderate (at least 10 miles per hour) wind.

You can carry a number of flares equal to your Constitution modifier, and restock your expended flares when you complete a long rest.

PICK A FIGHT

At 6th level, when you enter a rage, you can pick a fight with one creature you can see within 60 feet of you. For the duration of the rage, that creature has disadvantage on attack rolls against any target other than you.

CASUAL ATTIRE

At 10th level, as long as you are not wearing armor, you have advantage on any checks made to disguise yourself as a member of a hostile group.

KNEE-CAPPER

Also at 10th level, as a bonus action when you hit a Medium or smaller creature while raging, you can strike its knees, halving its speed until the beginning of your next turn. Creatures that do not have knees or similar joints (or have more than two legs) are unaffected by this ability. This attack does not add your Rage bonus damage to this attack.

MOB MENTALITY

By 14th level, it only takes you and a few other ultra-fans to start a riot. While raging, friendly creatures you choose within 5 feet of you can add your Rage bonus damage to their melee weapon attacks.

MARTIAL ARCHETYPE

Different fighters choose different approaches to perfecting their fighting prowess. The martial archetype you choose to emulate reflects your approach.

STAR PLAYER

Prerequisite: Proficiency in Athletics

Some siegeball players are born to make it into the history books. Thanks to tireless practice and exercise, they can outrun, outlast, and outplay their competition consistently.

Normally, a team only needs one archetypical star player to have a historic season, since such a player can carry even a mediocre to the highest rungs of a tournament. Though these incredible athletes might find success in other areas, from dungeoneering to military service, they are most at home in a siegeball arena, knocking down towers and players alike.

UNDEFEATABLE ATHLETE

By 3rd level, your sporting prowess is legendary. You can add double your proficiency bonus to Strength (Athletics) checks you make.

Additionally, you have advantage on saving throws you make against becoming exhausted.

LEGENDARY FEAT

At 3rd level, when you make a Strength check, saving throw, or an attack roll with a melee weapon that you make using Strength, you can reroll the die and must use the new roll. Once you use this ability, you can't use it again until you finish a long rest. Starting at 15th level, you can use this ability again when you finish a short or long rest.

WORLD RENOWN

By 7th level, your athletic reputation precedes you wherever you travel. You have advantage on Charisma (Persuasion) checks you make against creatures that have heard of your sporting history.

WELL OF FORTUNE

Starting at 10th level, you have 1 luck point, which you can spend to gain advantage on an ability check, attack roll, or saving throw. You can only have one luck point at a time and regain your luck point when you finish a long rest.

You can also regain your luck point by saving up your luck from fortunate events.

When you score a critical hit on an attack roll against a hostile creature, you can choose to make it a normal hit and gain a luck point instead. The attack still hits, but does not deal critical damage.

Starting at 18th level, when you spend a luck point on a roll, you can treat the d20 roll as a 20.

EXTRAORDINARY ATHLETICS

Starting at 15th level, you can consistently outperform your opponents. Whenever you make a Strength check, you can treat a d20 roll of 9 or lower as a 10. Additionally, melee weapon attacks that you make using Strength do not automatically miss when you roll a 1.

ROGUISH ARCHETYPE

Rogues have many features in common, including their emphasis on perfecting their skills, their precise and deadly approach to combat, and their increasingly quick reflexes. But different rogues steer those talents in varying directions, embodied by the rogue archetypes. Your choice



of archetype is a reflection of your focus—not necessarily an indication of your chosen profession, but a description of your preferred techniques.

DIRTY PLAYER

Not everyone in siegeball plays fair. In fact, some players are known for their propensity for rules breaking. When a slide-tackle or direct attack goes unpunished, a player sneaks a shiv into a game, or some other disreputable act gets past a referee's watch, you can be certain that the offending player is a Dirty Player. Such players are valued for their ability to bruise the opposing team, taking the punishment for illegal plays while the rest of their team profits off their misdeeds. Though dirty players are loathed by fans, they are nonetheless a vital part of the highest and lowest levels of strategy in the game.

UNSPORTING ACTION

Starting when you choose this archetype at 3rd level, you can use your bonus action to take the Block or Follow action, or to attempt to Tackle a creature of Medium size or smaller. These actions are detailed in the Other Actions section.

SUBTLE STRIKE

Also at 3rd level, you've mastered the skill of harming someone in plain sight. When you make a melee Sneak Attack against a creature, you can forfeit your additional damage to completely conceal the attack. Creatures more than 5 feet away from the target merely see you draw close to the target—they do not see your weapon, an attack, or immediate evidence of the attack.

In a siegeball game, you can use a Subtle Strike to automatically succeed on the Dexterity (Stealth) check made to attack a player illegally.

Additionally, you can make Sneak Attacks with unarmed strikes.

THEATRICAL DIVE

By 9th level, you've mastered the art of exaggerating the blows you take. You can use your reaction when you take damage to feign taking a mortal blow. You fall prone and make a Charisma (Deception) check, with advantage, contested by the Wisdom (Insight) check of each creature that sees you fall. If you succeed against a creature, that creature believes that you have dropped to 0 hit points, and will act accordingly.

In a siegeball game, this may result in a penalty to an opposing player.

FEINTING MOVE

Starting at 13th level, your slippery positioning and sudden shifts in direction can trip up even experienced opponents. When you move, you can use your bonus action and use 10 feet of your movement to feint a creature within 10 feet of you. Choose one of the following effects:

- That creature can't take reactions until the start of your next turn.
- The next attack roll made against that creature by a creature other than yourself has advantage.
- The creature has disadvantage on all Wisdom checks and saving throws until the beginning of your next turn.

LOW BLOW

At 17th level, whenever you hit a Large or smaller creature with a Sneak Attack, you can knock the target prone.

ARCANE TRADITION

The study of wizardry is ancient, stretching back to the earliest mortal discoveries of magic. It is firmly established in the worlds of D&D, with various traditions dedicated to its complex study. The most common arcane traditions in the multiverse revolve around the schools of magic.

Wizards through the ages have cataloged thousands of spells, grouping them into categories called schools. In some places, these traditions are literally schools; a wizard might study at the School of Illusion while another studies across town at the School of Enchantment. In other institutions, the schools are more like academic departments, with rival faculties competing for students and funding. Even wizards who train apprentices in the solitude of their own towers use the division of magic into schools as a learning device, since the spells of each school require mastery of different techniques.

SCHOOL OF CHARADE

Spellcasters are distrusted in almost as many places as they're welcome. After all, it's hard to blame people for being suspicious of those who can summon fire from their fingertips or animate the dead in their graves. Wizards who adopt the School of Charade, therefore, use illusions and enchantments to disguise their magic entirely, walking among others as if they were simple mundane folk. These spellcasters can find success almost anywhere, disguising their magical talent as any number of other useful skills, from craftsmanship, to trade, and even to sports like siegeball. Only in the direst circumstance to these wizards drop their façade; the element of surprise is their greatest advantage.

FURTIVE SPELLCASTER

Starting when you choose this school at 2nd level, you completely hide your wizardly nature. You gain proficiency in Deception and you can add your Intelligence modifier, instead of your Charisma modifier, to Charisma (Deception) checks you make.

You can disguise your spellbook and arcane focus as other objects, if you choose.

Additionally, whenever a humanoid that does not know you are a spellcaster makes a saving throw against a spell that you cast, you can choose for it to gain disadvantage on the save. If you do so, the target knows that you are the source of the spell. Once you use this ability, you can't use it again until you finish a long rest.

CONCEALED SPELL

At 2nd level, you can suppress the visual effects of wizard cantrips you cast. If a cantrip would have a visual manifestation, such as the spectral hand of a *mage hand* cantrip or a *fire bolt*'s mote of flame, it is instead rendered invisible. The effects of the spell on its environment, such as objects moved by *mage hand* or those set aflame by *fire bolt*, are still visible. Other effects of the spells, such as the sound of their casting or creatures summoned by the effects of the spell, are unaffected.

When you cast a spell in this way, you must still provide material components, but somatic and verbal components that you provide can be disguised. You can make a Charisma (Deception) check, opposed by the Wisdom (Perception) check of any creature that watches you cast the spell. If you succeed, the somatic and verbal components are disguised in any manner that you choose.

As you gain higher levels in this class, you can conceal the effects of higher level wizard spells, as shown on the table below.

Wizard Level	Spells
3rd	1st
5th	2nd
9th	3rd
13th	4th
17th	5th

ALIBI

Starting at 6th level, you can make a persistent illusory duplicate of yourself that will pretend to perform mundane tasks while you are elsewhere. This duplicate seems completely real, including sounds, smells, and temperature

appropriate to the task depicted. Physical interaction with the duplicate reveals it to be an illusion, however, because things can pass through it.

If the duplicate is spoken to, you can hear what is said to it and respond mentally; the duplicate speaks your response aloud. You can also use your action to command the duplicate to move around, but it disappears if it moves more than 30 feet from where it is created. This duplicate lasts for 8 hours, or until you dismiss it (no action required.) Once you create a duplicate, you can't do so again until you finish a long rest.

SUBTLE MAGIC

Starting at 10th level, you can cast any wizard spell without providing somatic components or verbal components (your choice when you cast the spell).

FORGETTING GLANCE

By 14th level, you've mastered a technique to muddle the memories of those who have learned your arcane secret. As an action, you can glare at a creature you can see within 60 feet of you who can also see you. This creature must make a Wisdom saving throw against your spell save DC. On a failed save, the target forgets the events of the last minute, and has disadvantage on attack rolls and ability checks on its next turn, owing to the vertigo of having one's memories tempered with.

Once you use this ability, you can't use it again until you finish a short or long rest.

— FEATS —

A feat represents a talent or an area of expertise that gives a character special capabilities. It embodies training, experience, and abilities beyond what a class provides.

At certain levels, your class gives you the Ability Score Improvement feature. Using the optional feats rule, you can forgo taking that feature to take a feat of your choice instead. You can take each feat only once, unless the feat's description says otherwise.

You must meet any prerequisite specified in a feat to take that feat. If you ever lose a feat's prerequisite, you can't use that feat until you regain the prerequisite.

Siegeball tournament competitors, retired siegeball players, and dungeoneers might find the following feats useful. After all, the same skills that make a world-class siegeball player could also serve a daring adventurer or a gritty tomb-robber in their line of work.

BLOCKER

Prerequisite: Constitution 13 or higher

When an entire siegeball team charges to the other end of the arena, a quick victory for one side or the other is assured. The safer strategy (and the one most often employed) is to designate one or two player as blockers, who hang back by the tower or by mid-field to ensure that an errant ball doesn't fly past the team's defenses. Blockers need to be steadfast and powerful, capable of knocking a ball to the other side of the field when need be, and gain the following benefits:

- You can take the Block action as a bonus action on your turn.
- You take half damage from siegeballs that hit you.
- In a pinch, you can dive in the way of a shot. When an ally within 10 feet of you is hit by an attack or fails a Dexterity saving throw, or when a siegeball is about to hit your tower, you can use your reaction to dive in front of the shot. You move adjacent to your ally or tower and take the damage instead of the original target. If you jumped more than 5 feet to intercept the effect, you fall prone. You can use this ability once in each siegeball game, but can use it as often as you wish outside of siegeball games.

DISGUISED SPELLCASTER

Prerequisite: Spellcasting feature

In many public places, spellcasters simply aren't welcome. However, you've refined an ingenious disguise that conceals your magic within ordinary objects. You gain the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- When you cast a cantrip that requires a spell attack roll, you can disguise its casting (including its spell components) and effects as if it were a melee weapon attack. To do this, you must be holding a melee weapon and must target a creature within 5 feet of you. You don't have disadvantage on this spell attack roll for a hostile creature being within 5 feet of you. The effects of the spell are completely invisible, appearing as if you instead delivered a mighty blow with the weapon.

SHOWMAN

Though many siegeball players are dedicated athletes, placing all their attention on the game at hand, some relish

in appeasing the crowd, currying their favor and performing stunts. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency in the Performance skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- If there is a non-combative audience watching you fight, once per turn, you can gain a bonus to an ability check or attack roll equal to the number of people in the audience, up to a maximum of your Charisma modifier. You can use this ability three times, and regain all expended uses when you finish a long rest.

STRIKER

Prerequisite: Strength 13 or higher

In siegeball, strikers are players who play offensively, pursuing the ball and making shots at the opposing tower, while others on the team hang back and defend. Such players need high stamina and a thunderous strike, and gain the following benefits:

- You gain proficiency with all siegeball weapons.
- Whenever you hit a siegeball, it gains a +2 bonus to its momentum points.
- When you roll damage for a melee weapon attack, you can choose one of the attack's damage dice and maximize it. Once you use this ability, you can't use it again until you finish a long rest.

TEAM COORDINATION

An entire team of all-star champions can easily lose a siegeball game against a well-coordinated team of rookies. You know that careful passes and clever tactics always count more than raw might, and as such, you gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You can effortlessly pass the siegeball to your teammates. When you make a melee weapon attack against a siegeball, you can choose to make it a pass. The ball must be directed to collide with one of your allies. You then automatically hit the ball, requiring no attack roll, and the ball does not deal damage to your ally when it collides with them.
- When you roll initiative, you can switch your place in initiative order with one willing ally that has also rolled initiative. Additionally, that ally has advantage on the first attack roll it makes its first round of combat.

CHAPTER 3: EQUIPMENT

In many ways, the game of siegeball is inseparable from the bats, clubs, and armor it is played with. While the game can certainly be played with bare fists, players everywhere generally wear a team uniform and a set of equipment. This equipment varies from the heavy plate armor and greatswords allowed in some arenas, to the siegeball gear and bats that the professional leagues have adopted as standard, but it always protects from impact and allows the player to strike the ball harder and further.

ARMOR

Because siegeball is a full-contact sport, most athletes rely on sturdy, dependable gear to achieve a long career. The specifics of siegeball gear may vary, but all are designed from the same framework as conventional armor, fitting hardened leather and metal plates strategically to mitigate impact. Chiefly, however, siegeball gear places a focus on mobility, and so tends to be lighter and more flexible than contemporary armor, if not less protective.

ARMOR DESCRIPTIONS

New armor designed for the game of siegeball is described here.

Siegeball Gear. This set of leather equipment, which includes a padded helmet, sturdy gloves, elbow and kneepads, and a few protective guards, is standard attire for most siegeball players. It balances light weight and flexibility with some impact resistance, but does little to protect an athlete from twisted or overextended joints.

Spiked Gear. Festooned with iron spikes on its shoulder pads, helmets, and kneepads, this siegeball gear is lethal in its own right, and is used

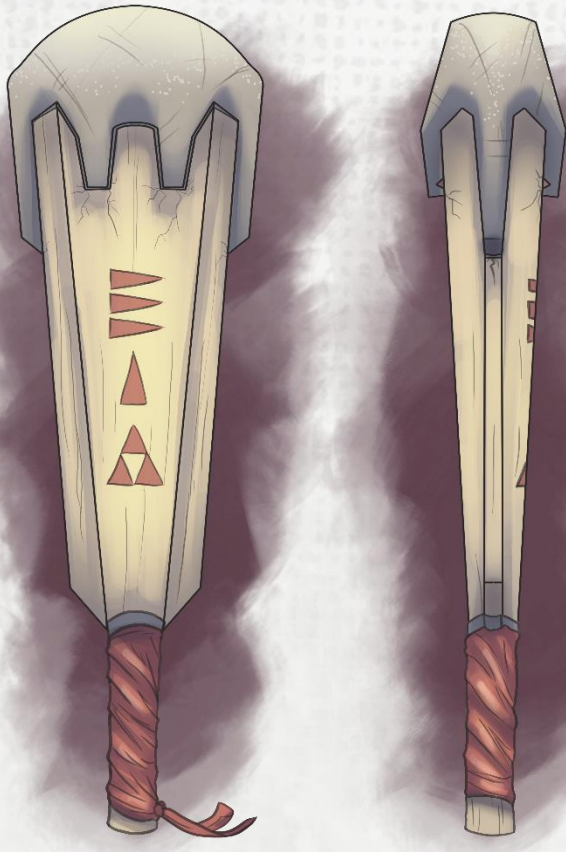
mostly in underground arenas. When you tackle or are tackled by another creature while wearing this armor, you deal piercing damage equal to your Strength modifier to that creature.

Padded Siegeball Gear. With greater padding and armored plates protecting the most vital areas, this version of siegeball armor trades portability for protection. Heftier players, who are more effective using their bodies as battering rams, are likely to appreciate the extra protection.



WEAPONS				
Weapon	Cost	Damage	Weight	Properties
<i>Simple Weapons</i>				
Siege Baton	1 gp	1d4 bludgeoning	2 lb.	Finesse, light
Siege Bat	2 gp	1d8 bludgeoning	3 lb.	Finesse, two-handed
<i>Martial Weapon</i>				
Siege Club	6 gp	1d12 bludgeoning	6 lb.	Heavy, two-handed
<i>Other</i>				
Spiked Ball	2 gp	—	4 lb.	Special

ARMOR					
Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
<i>Light Armor</i>					
Siegeball Gear	25 gp	12 + Dexterity modifier	—	—	12 lb.
<i>Medium Armor</i>					
Padded Siegeball Armor	50 gp	14 + Dexterity modifier (max 2)	—	—	18 lb.
<i>Heavy Armor</i>					
Spiked Gear	75 gp	16	Str 13	Disadvantage	35 lb.



WEAPONS

One of siegeball's biggest attractions is the bewildering variety of weapons used across the game. Some variants of the game allow all manner of lethal weapons, which increases this variety (as well as the danger posed to players) tenfold. But even in regulated games, where the types of weapons are more strictly controlled, siegeball allows for multiple weapon types, selected from the following options.

WEAPON DESCRIPTIONS

The following weapons are used almost exclusively in games of siegeball.

Siege Baton. A three-foot long cylindrical bat with a short, padded handle, the siege baton is the lightest weapon allowed in most siegeball games. It is normally favored by those dexterous enough to effectively brandish one in each hand, allowing them to use both batons to strike the ball at once, or to strike the ball twice as often, allowing for greater maneuverability across the arena.

Siege Bat. A cylindrical club exceeding four feet in length, with an impressive heft, the siege bat is the standard weapon used in siegeball games. Most tournaments have adopted standard rules as to a bat's composition, weight, and length, with the mass and balance of a bat. Usually, in compliance with these rules, a siege bat's weight and balance is augmented by a lead mass installed near its far

end, where the bat is also thicker and reinforced by an iron band.

Siege Club. A weapon only for the stoutest of athletes, the siege club is a two-handed club of immense size and weight. Designed with a wedge-shape for both a wide blocking and striking surface, almost all siege clubs are built with a lead core running their length to increase their heft. Even with a series of iron bands reinforcing it, siege clubs are known to smash mid-game under the force of intense strikes and powerful blocks.

Spiked Ball. Though it is less a weapon, and more a piece of game equipment, the spiked ball can be lethal all the same. Its surface is covered in broad half-inch long metal studs that tear up the turf and break bones on impact.

WEAPON PROPERTIES

Many weapons have special properties related to their use, as shown in the Weapons table.

Finesse. When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

Heavy. Small creatures have disadvantage on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a Small creature to use effectively.

Light. A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

Two-Handed. This weapon requires two hands when you attack with it.

SPECIAL PROPERTY

The spiked siegeball has the following special property:

Spiked Ball. The spiked siegeball deals double damage to creatures it hits.

JAX

Technically, jax is a poison, and an exceptionally lethal one at that, but observant poisoners realized that, in minuscule doses, it can instead confer inhuman strength and durability for a short time (side effects notwithstanding.) Taken persistently, or in larger doses, the poison becomes lethal again.

Since this discovery, the ability-enhancing properties of jax were exploited in seedier siegeball arenas, but the Championship Committee has banned the substance in short order. Despite this, jax usage permeates the underground tournament circuit, and even teams at the highest level of competition are rumored to indulge in jax before games.

MAGIC ITEMS

These magic items are awarded as trophies of hard-fought victories, or are used as integral secret weapons to swing a close siegeball game. Depending on the tournament and referee (and GM preference), magic items might be banned, encouraged, or only used behind the referee's back in a game. Regardless, these items grant a decisive advantage to whichever team benefits from them.

To provide some extra challenge, the GM can equip an entire opposing team with *fleet cleats* or grant the two strongest players a pair of *thunderbats*. Or, to mix in some intrigue, perhaps a *bookie's ball* has been snuck into the game, the enemy team has secretly been using *jax*, or someone on the enemy team has possession of a *champion's ring*.

BALL MAGNET

Wondrous item, uncommon (requires attunement)

This magical belt has 4 charges and regains 1d4 expended charges daily at dawn. As a reaction when a siegeball within 120 feet of you is hit into motion, you can use your reaction to press a button on the belt's prominent red and white buckle. The ball maintains its momentum points, but its direction of motion instead aims directly toward you.

BOOKIE'S BALL

Wondrous item, rare

Popular among unscrupulous bet-takers for its ability to swing a close game, this enchanted siegeball ball unfairly targets one team. When you speak a command word as an action, you can designate one team of a siegeball game: this ball deals double damage to that team and their tower, and half damage to the opposing team and their tower.

BULL'S RING

Wondrous item, rare (requires attunement)

This magical ring has 6 charges and regains 1d6 expended charges daily at dawn. You can expend 1 charge as an action to launch forward in a 20-foot line. This movement is always horizontal, even if it causes you to travel through the air. At the end of that movement, or when you reach an obstacle, you can make one melee weapon attack with advantage, and deal an additional 1d12 force damage on a hit.

CHAMPION'S RING

Ring, very rare (requires attunement)

This magic ring, which is awarded to each player that wins a Siegeball Championship, has 3 charges, and regains 1 charge daily at dawn. As a reaction when you make an

ability check or saving throw (but before you know the result of the roll), you can spend 1 of the ring's charges to gain a +10 bonus on that roll.

FLEET CLEATS

Wondrous item, uncommon (requires attunement)

While attuned to these shoes, which have exceptional traction due to their spiked soles, your walking speed increases by 10 feet and you ignore nonmagical difficult terrain.

JAX

Potion, uncommon

Rather than being drunk, this tiny vial of orange, brackish liquid is injected directly into the body of a willing creature as an action. Once injected, for 1 hour, you gain a +4 bonus to your Strength, Dexterity, and Constitution scores, and the maximums of these scores is increased by 4. However, your maximum hit points are permanently reduced by 1d4. No means, short of a *greater restoration* or *wish* spell, can restore hit points lost in this way.

You can use more than one dose of jax at once, and its benefits stack for the 1-hour duration. However, you still suffer the reduction to your maximum hit point each time you take an additional dose, and you must make a DC 16 Constitution saving throw after each dose or be poisoned for the duration. Taking more than three doses at one time causes an overdose: you are reduced to 0 hit points, and your maximum hit points are decreased by 1d12.

THUNDERBAT

Weapon (siege bat), uncommon (requires attunement)

You have a +1 bonus to attack and damage rolls made with this magic weapon. Additionally, this magic weapon has 6 charges, and regains 1d6 expended charges daily at dawn. As an action, you can spend up to 3 of this weapon's charges to cast the spell *thunderwave* (DC 13) at a level equal to the number of charges expended.

REFEREE'S WHISTLE

Wondrous item, rare

When you blow this whistle as an action, you cast the spell *hold person* (DC 15) targeting each creature you choose within 60 feet. Once the whistle is used, it can't be used again until the next dawn.

TITAN'S GEAR

Armor (spiked gear), rare

While you're wearing this armor, you can use your bonus action to make a shove attempt with advantage. Additionally, you can't be moved against your will.

CHAPTER 4: TOURNAMENTS

Though individual, one-off siegeball games are held regularly, there's nothing so spectacular as a tournament: the thrill of rising to the top, the sting of defeat, and the lure of a grand prize and lasting glory. Few other things bring out spectators and players alike in droves. The grandeur of such tournaments is integral to siegeball on a grand scale, as they bring far-flung teams together, expand the sport's scope to a national stage, and unite players and spectators in a single, grand competition.

TOURNAMENTS AS CAMPAIGNS

One of the more obvious uses for a siegeball tournament is as a wrapper for an entire campaign, as the two match exceedingly well. Campaigns involving siegeball feel very different depending on the party's level, adopting different themes, goals, and villains as the party progresses. This section will cover three different types of siegeball tournament campaigns:

LOW-LEVEL CAMPAIGNS

Before 5th level, siegeball campaigns are bound to be gritty affairs of underground tournaments taking place in dangerous arenas. Until the party achieves enough notoriety to be noticed by a siegeball scout, every day is a struggle for survival. Brutal enemy teams leave them battered and bruised after every game, and lethal weapons, like warhammers, are introduced regularly. Each game risks life and death, in addition to lifechanging glory.

The party's coach (or owner, as the case may be) will likely be an antagonist in this type of campaign, acting as a driving force to push the party toward ever more dangerous games, while paying them as little as possible and ensuring they can't escape. The coach is more obsessed with money than safety and may even place bets against the party in their most perilous games.

The competitors at this level are a combination of the underprivileged athletes with big dreams and criminally violent players that could never advance higher in the game, due to their contempt for authority. A team made exclusively of this latter group might not fare well against the party in winning a game of siegeball, but could easily kill one of them mid-game.

MEDIUM-LEVEL CAMPAIGNS

When the party finally attains a modicum of success in the underground siegeball arenas, they'll likely be spotted by a siegeball recruiter for a medium or large city and be signed on a long-term contract. Right away, they'll be gifted new uniforms and equipment, and will be placed in a tournament against vastly more professional teams. With enough skill and daring, the party might rise to the top of their first professional siegeball tournament to become the underdogs with a shot at the top.

Traveling from city to city for siegeball games gives the party a chance to explore the campaign world and opens up possibilities for roadside encounters and diversions from the main tournament. Any distraction that seriously injures a party member or delays the party from reaching the stadium in time could endanger their careers as well, so even sidequests have a measure of potential risk.

At this level of the campaign, the ruthlessly competitive opposing teams will rise to become the chief antagonists. This is a great place to insert an experienced rival team who are favored to win the tournament as a foil to the party's underdog standing. Other interesting teams with strong gimmicks are key to padding out the tournament before the final game.

Of course, it's possible that the party might find interesting offers coming in from private siegeball arrangements, where 'no rules' games are played behind closed doors for a select audience. These games are patently unsafe, and those arranging them seem very suspect, but the lavish pay is enticing nonetheless.

Lastly, this period of the campaign sees the party achieving their first real fame: they'll be recognized on the street and be asked to sign autographs by die-hard siegeball fans. They're not going to be mobbed by the adoring public quite yet, but this might nonetheless go to their heads.

HIGH-LEVEL CAMPAIGNS

At the highest-level campaigns, the party, who have been playing professional siegeball for some time, is selected by the Championship Committee for inclusion in the Siegeball Championship, the most prestigious tournament anywhere. This is a make-or-break moment in their careers—a single shot at legendary status.

The first obstacle is not the tournament itself, but the steep entry fee. The party might have to sell most of their belongings or accept a dangerous loan to compete.

Whatever solution they find, a lot will be riding on them winning a cash prize in the Championship.

When the tournament begins in earnest, the party will compete against the most experienced teams in the world, each of which desperately wants to win the tournament. Each game will be a nail-biting struggle of wills, and the party will need every trick they know to succeed.

Additionally, the Championship tends to attract contenders from much further afield, including a host of non-humanoid teams. Teams of djinni and efreeti travel from the Elemental Planes to compete, and a team of driders always rises from to represent the underworld in the competition. Sahuagin, lizardfolk, and fey creatures travel from their homelands to compete. Sometimes, even a duo of giants enter the competition, wielding a siege club in each hand.

Between games is a long, nervous period of practice matches, punctuated by intrigue. Sprawling conspiracies surround the Championship, from hazardous, illegal drugs being taken by other players to enhance their speed and strength, to sinister donors that have entered new teams in the tournament for mysterious reasons, to plots to sabotage the party's chances of victory. If the party wants any chance of winning, investigating and exposing these schemes is critical.

At this level, the party can be considered superstars. Ordinary people get starstruck around them (even those who don't follow siegeball), and they find it hard to push through crowds before games. While this makes covert activity difficult, it also means that common folks will probably help the party in small ways if asked.

SETTING UP A TOURNAMENT

Though tournaments are the lifeblood of career siegeball teams, there exists no one perfect way of conducting them. Each method of arranging a tournament has radical pros and cons, though most attempt to strike a balance between audience tension and accurate assessment of skill. The following tournament designs are often used for siegeball:

SINGLE ELIMINATION

By far the simplest and shortest tournament is the single-elimination bracket. In this tournament, teams are randomly paired off on a pyramid, and losers are eliminated from the tournament. Winners advance to the next round until only one team remains.

Though this tournament's design is attractive due to its simplicity, it suffers from some limitations. When



spectators follow only a single team, they are unlikely to return after their team is eliminated; a result that is extremely likely when half of the competing teams are eliminated every round. Also, skilled teams can be eliminated early after only a single bad match, leading to upsets where the players blame the loss of an entire tournament on a single bad play or referee call.

Despite its drawbacks, single elimination tournaments remain the favorite among orcish and goblinoid teams, perhaps because it doesn't hinder a tournament's progression if half of a losing team is killed during a game.

DOUBLE ELIMINATION

A popular alternative to the single elimination tournament is the double elimination. This bracket proceeds like the single elimination bracket, except that losers are added to a loser's bracket, where they compete against each other. The final team remaining in the loser's bracket goes on to play the victor of the winner's bracket in the finals. This design ensures that teams play at least two games each, and that a single poor game doesn't condemn an otherwise superlative team.

MULTILEVEL

A natural extension to the double elimination design, multilevel tournaments begin with all contending teams at the same "level", with a tournament score equal to the number of contending teams. A team gains one point on a victory, and loses one point on a defeat, and plays only other teams with the same tournament score as themselves, continuing until no two teams are on the same level (or until only one team is the victor, depending on the specific rules.)

This design ensures that competitors play a roughly equal number of games, and that a maximum number of competitions happen at one time. Additionally, it's likely that teams will be more evenly matched for skill after a few rounds.

ROUND-ROBIN

In a round-robin game, each competing team plays each other in sequence; the team with the greatest number of victories wins or goes to a tie-breaker game. This is easily the fairest way of determining a victor, since every possible matchup in a tournament is played out, but it has yet to catch on in the national siegeball stage. Part of the reason might be that players are accustomed to the thrill of elimination, and the natural progression of more skilled teams matching against one another as the brackets become smaller. Whatever the reason, few leagues (except for elven leagues) employ this type of tournament.

SIEGEBALL CHAMPIONSHIP

The annual Siegeball Championship League, held for the better part of a millennium, enjoys the largest scale and most prestigious prizes of any siegeball tournament. Taking part over a season, its athletes travel from city to city, competing in matches to separate the wheat from the chaff.

At its conclusion, only one team may win the Siegebowl, and claim its grand prize (normally an impressive quantity of gold and a set of *champion's rings*). Perhaps more importantly, Championship victors claim legendary sports status for all time, and are enshrined in the Hall of Victors, an immortal dedication to champions throughout the ages.

The Championship is a double-elimination competition, and every competing team must play one home game and one away game. Contending teams are selected by the Championship Committee, the presiding board of regulators and referees, and also must pay a hefty entry fee to compete. Though entry fees might pose an obstacle for upstart teams, they rarely present an obstacle to national contenders, which compete yearly.

PRIZES

Few games are played exclusively for bragging rights and notoriety; tournaments run on their prizes. Large, enticing awards for winning teams fuels an entire industry of talent scouts, coaches, and arena owners, from the smallest games to the largest championships. Every player dreams of glory, but earning huge prize is a close second.

Of course, not all prizes are silver and gold. Siegeball tournaments give out a huge variety of prizes, some of which are detailed here.

TROPHIES

Most large, official tournament tournaments give out a trophy of some variety to the winning team. The classic trophy is a gold chalice with a marble base, engraved with the tournament's name and year. Other might include medals, rings, or ribbons, depending on the tournament. The best teams collect these trophies and display them as badges of honor, but ultimately, they're fairly token. Nearly every trophy is awarded alongside a cash prize, which coaches and team owners view as far more substantial.



EXAMPLE TOURNAMENT

The optimal setup for a short campaign played over the course of one or two sessions is probably three games, for a total of eight competing teams in a single elimination bracket. As always, the Rule of Three is useful storytelling tool at our disposal, which works best when a great deal of tension is built as the rounds progress.

In this example, the players learn that they are matched up in the first round against the Pinkskins, an orcish team known to seriously injure their opponents, even in tournament play. Of the other teams remaining, the players see (much to their relief) that last year's victor, the Manticores, is on the other side of the bracket. However, their bitter rivals, the Owlbearmen, are not far from them on the bulletin board; if the players best the Pinkskins and the Owlbearmen also win their first match, they will play each other in the second round.

And so, the stage is set for a story in three parts: first the players must contend with the savage Pinkskins, who seem more interested in leaving bruises than winning games. With any luck, the players win handedly and move on to a grudge match with their old enemies, the Owlbearmen. This fight will be very tough and will require the players to dig deep to snatch a victory. Unexpectedly, the players move on to the final round against the dreaded Manticores, a team whose discipline and winning records stand for themselves. This game is a toss-up, and the players will either secure a glorious underdog victory or suffer a bitter defeat on the last hurdle. If they succeed and win the tournament, the players each earn 1,000 gp, and a pair of *fleet cleats*.

This example tournament set up demonstrates a few lessons for creating an engaging tournament. Firstly, always raise the stakes. Every game should be more perilous and more challenging as the players progress further in the tournament. After all, the further they climb, the more they have to lose. Secondly, make every encounter unique, even if this means throwing in a twist or a story-related tie-in. Sometimes, a unique arena or game twist is called for, and other times, an interesting NPC on the opposing team is enough. Lastly, embrace the tropes of the sports movie genre. This gives players a grounded starting point for what to expect, and gives you a framework to build upon. It also means you can occasionally subvert the tropes of that genre, which is key for delivering satisfying twists and turns along the way.

CASH PRIZES

The actual value of cash prizes might vary, but they generally grow (exceptionally, in fact) with the glamor and prestige of the tournament awarding them. Typical first-place prizes are listed on the cash prizes table below. Often, a second-place prize equal to half the value of the first-place prize is awarded to the runner up team.

Level	GP
1st-4th	2,000
5th-10th	5,000
11th-16th	10,000
17th-20th	40,000

VALUABLE ITEMS

Other valuable items, equivalent in value to cash prize, might be awarded instead. Anything from magic items, to priceless treasures donated from the king's coffers, to entire keeps or tracks of land could be at stake for the winning team. It is assumed that such prizes will probably be sold (at least in part, if the prize in question can be divided) to pay the team, the coach, and the arena owner sponsoring the team. Other items, like artifacts, might be powerful enough that the fate of many innocents might rely on the winner of the tournament. Though such awards might seem extremely foolhardy, they're not uncommon among the elves, who appreciate the dramatics.

CHAPTER 5: ARENAS

The arena is a place of blood, sweat, and glory. It's where legends are made, and titans are brought to heel. The arena is the crucible, the ultimate trial; the final exam.

Every siegeball game is played in a walled arena of some sort, and while there is a competitive standard for arenas, remarkably few conform to its design. Instead, most arenas are in reclaimed spaces: abandoned temples, deserted fields, city streets; anywhere that the competitors can meet and set up towers.

The optimal size for arenas is around 125 feet long by 45 feet wide (25 squares by 9 squares). In this size, there's enough room for players to maneuver around one another, but not enough that the ball can be isolated apart from both teams for long.

ARENA TRAITS

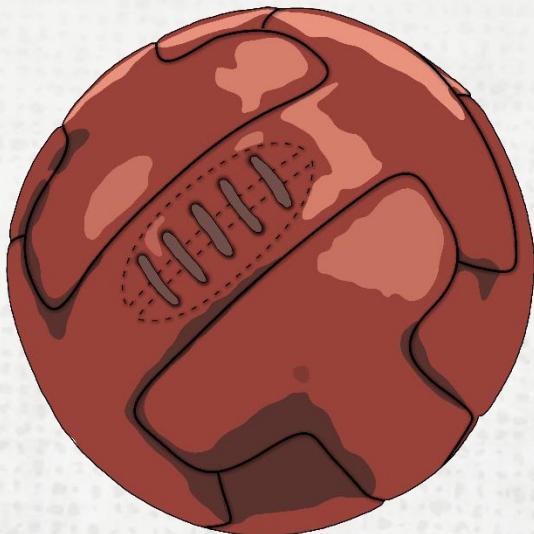
Every siegeball arena has some trait or combination of traits that makes it wholly unique. Sometimes, siegeball arenas are built to competition standard, with only minor variations in dimensions, turf, and slope, but other times, entire arenas are crafted either out of necessity, where no other arenas could be constructed, or to promote a unique spin on the game and draw in larger crowds. The following traits describe some unique arenas that might exist in your campaign:

d20 Arena Traits

- 1 This arena is actually the rolling deck of a massive warship. The audience of sailors crowds the edges, ensuring the ball doesn't fall off the ship. At the beginning of each turn, the ball gains a momentum point in a random direction.
- 2 This arena is a field with a natural hill: there are two distinct planes and a slope between them running the arena's length. Moving the ball up the slope costs one additional momentum point and moving the ball down the slope awards it an extra momentum point.
- 3 The arena is built above a large underground foundry. At regular intervals (at the beginning of every other round), two 15-foot square grated vents on the field blast hot gas onto any creature standing atop them, dealing 3d6 fire damage.
- 4 This arena is a city street that has been gated off for the event. Obstacles still abound in the street, and the hard, stone floor (as opposed to the more common grassy fields), means that the ball moves more smoothly, but so do your shoes. There will likely be more dramatic slides and careening collisions.
- 5 Pits have been dug in this field and filled with mud, which counts as difficult terrain. Furthermore, the ball can sink to the bottom of these mud pits; it loses 1 momentum point when it enters a pit, and if it stops within one, it takes 2 momentum points to remove it.
- 6 Dwarven innovation at its finest, this arena contains a series of hefty built-in conveyor belts. These belts move 5 feet twice every round: once at the beginning of the initiative order, and once halfway through.
- 7 This ancient woodland grove has been converted into a siegeball arena (much to the chagrin of local druids.) The immense trees, roots, and vines make for an interesting, if difficult to traverse, arena.
- 8 This arena contains dozens of short walls, quartering it off into three large fields connected by short mazes. Though players can bound the walls without issue, the ball can only leap over these walls at ramps located at a few strategic points. Learning the most efficient paths through these mazes is not difficult, but choosing the right direction to avoid enemies is key to winning a game.
- 9 This entire arena is under the effects of a transmutation spell reducing the gravity within it. You can jump twice as high and twice as far, and the ball gains an extra momentum point whenever it is hit.
- 10 Despite its profound disrespect for the dead, this arena is built on an entire graveyard. Stones have been piled up between some mausoleums and large monuments to form a perimeter around the field, but dozens of headstones still pose obstacles to the ball.
- 11 A huge fog bank (naturally or artificially) blankets the entire arena. Players can only see half the field's length.
- 12 The rowdy crowd constantly throws refuse and obstacles at your team. If you begin your turn within 5 feet of an outermost wall, you move 5 feet slower in your turn. If you hit the ball while in that area, you take 1 bludgeoning damage from thrown bottles and rocks.
- 13 Buckets of water have been thrown on the field and left to freeze overnight (or else instantaneously frozen with magic) to create an arena of slick ice. Players have difficulty gaining speed and coming to a stop on this surface: they can only move in increments of 10 feet, and might collide with obstacles (and take 1d6 bludgeoning damage) if they move too far. Players that take the Dash action must move the entire distance.
- 14 Players are bestowed with a temporary version of the water breathing spell to play in this completely underwater arena. The rules for underwater combat apply in full. The ball has been made especially buoyant, so that it neither sinks nor floats when at rest. The towers, for their part, have been constructed from floor to ceiling. When a team hits their opponent's tower, their water

breathing spells instantly wear off, forcing them to surface in order to gain the spell's effects again.

- 15 The arena, conjured into being at the foot of a mage's tower, is filled with a labyrinth of shimmering walls of force. The ball can roll freely through these walls, but players must navigate their way around them. In some games, the mage will conjure a minotaur into the maze as well, just to spice things up.
- 16 The floor of this arena is a mosaic of large colored tiles. Depending on the game, tiles of a certain color might trigger spectacular, crowd-pleasing traps, collapse into temporary pit traps (the floor raising back up after a few moments), or launch players into the air.
- 17 This arena is designed with a horseshoe layout in mind. The towers are actually close together, but a long wall of bars running almost the length of the field separates them. The players and audience can see through the bars (and small players might be able to squeeze through them) but the ball cannot pass through.
- 18 The midline of the arena is marked by a large sloped mound spanning its width, which divides the arena into two sides. At the beginning of each turn, if the ball is within 30 feet of the midline, it gains a momentum point directly away from the midline.
- 19 This cramped arena is contained within the garden of a castle keep. A fitting locale, of course, for the king's private siegeball stadium. Both towers are constructed to resemble statues of royal court attendees whom the king evidently despises.
- 20 This arena, overseen by hundreds of kobolds and a looming ancient red dragon, is marked out within the dragon's lair, directly atop its hoard. Towers are constructed of solid gold, and players will likely find the gold coin-laden slopes hazardous. Be warned: as much as the dragon enjoys his entertainment, he values his treasure more. Any player that pilfers even a single coin will be devoured on sight.



EXAMPLE ARENAS

Siegeball arenas are as diverse as the players that engage in the sport and the cities that host the games. The following example arenas might provide some inspiration for your next siegeball campaign.

RISK FIELD

Arenas such as this one are where competitors from around the world go to prove their mettle. Though no two arenas are exactly identical, designs featuring a prominent central chokepoint are incredibly popular with spectators, since it encourages high-stakes clashes and dramatic collisions. As such, this design has become the default arena layout for all professional siegeball games.

The first arena to be constructed in this fashion is the impressive Risk Field in the city Rosewall. Sitting in the shadow of the High Cathedral, the entire arena is dedicated to the god Risk, consummate deity of adventurers and thieves (though just as many athletes honor Fury in their prayers.) Shrines to Risk and the other deities of the Pantheon are carved decoratively into the pillars surrounding the arena, condoning it officially by the church.

Though the arena is privately owned, clerics of the church oversee the athletic activities and money-taking here, enforcing a cohesive set of rules for all games and applying a small tax to all bets placed. Certainly, the arena acts as a neat money-making operation for the church, but the arena's owners relish the protection and legitimacy that comes with religious sponsorship, so the arrangement has been mutually-beneficial.

The siegeball games hosted at this arena are typically civil affairs, and no fewer than three professional teams call this arena their home, but once a year the arena hosts the wild and unrestrained Contest of Trials, a festival celebrating Risk's legendary accomplishments. The events of this week-long celebration consist of dangerous obstacle courses, contests of strength and speed, and of course, siegeball games. Often, these have perilous twists and fantastic prizes, with the added benefit that any athletic injury during the festival (short of a lethal one) will be remedied by the church, free of charge.

Overseeing the arena's events, and often visible during games sitting in an old wooden chair in the front row, Father Osley is a strict and demanding figure. Many paladins at the nearby Cathedral cite Osley as a critical mentor in their education, but even they know better than to provoke his stern glare.

THE AISLE OF PILLARS

Brutal and claustrophobic, the so-called Aisle of Pillars is a remarkably large underground structure, repurposed from some forgotten crypt in the city of Westport. The games hosted here are seldom condoned by any official authority, but regardless draw immense crowds who are ravenous to place bets on the proceedings. Established teams wouldn't be caught dead in such a locale, but arenas such as this one are where many teams get their start.

Supporting the domed ceiling of this completely stone arena are a number of immense pillars, the arena's namesake. Though these pillars are functionally unpassable, they create numerous blind spots from the game's referees (who let most misdeeds go unreprimed for the right price anyway). The result is a claustrophobic arena with short passes, violent collisions, and widespread dirty tactics. The crowds love it.

Players should be mindful of the craggy stone floor, as well as obstacles presented by the rowdy spectators, such as thrown food or even improvised firearms. Bits of tiled floor can be used as weapons in a punch (to rancorous applause), and the numerous columns both block strategic angles for the ball and provide a convenient obstacle to tackle opponents into.

The owner of the Aisle of Pillars is an improbably fat ratling named Dreectakeept, though everyone calls him Dreeke the Rat King. Everyone working at the arena, the bookies, security—even the food vendors—report directly to him. Anyone taking money in the arena other than those working for Dreeke swiftly end up with a mysterious case of broken legs.

Rumors abound that Dreeke might have business dealings with the Knotters, an infamous gang based in Westport. If this were true, Dreeke would be connected directly with the web of illegal jax distribution that pervades the city. However, no law enforcement organization, from the town guard to sanctioned church inquisitors, has uncovered anything concrete on the matter.

PINNACLE GARDENS

Like most things built by the elves, Pinnacle Gardens is lavish, overwrought, and extremely exclusive. The arena was formerly an ancient temple, but has worn many faces over the centuries, including most recently a gladiatorial arena, which was converted over to siegeball when bloodsport was outlawed. Of course, the elven style of bloodsport is more refined and measured than the human

variety, playing out more like a constructed drama. Today, siegeball games in Pinnacle Gardens retain that same spirit, as every game is woven into narratives constructed by the arena's announcers and hosts.

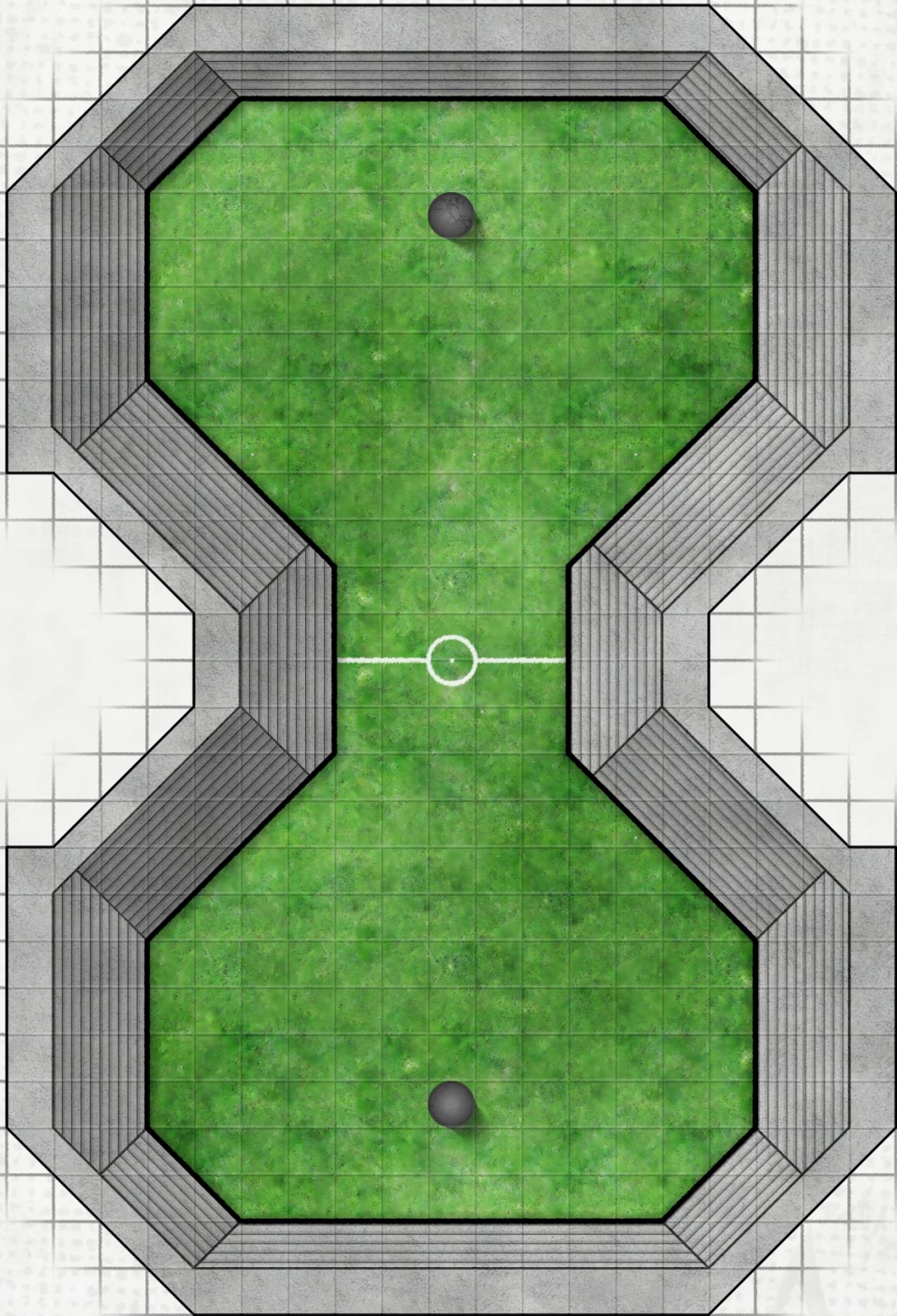
The structure within the arena is the crumbling remnants of an elven temple, whose patron gods have long been forgotten. The arches and walkways here, carved from immaculate white stone, provide multiple paths across the field that players might take: the Hall, which most directly connects the two towers, but is an extremely claustrophobic, defensible path; the Walkways, which diagonally cross the field from a ramp near either tower; and the Platform, at the center of the field. Two multicolored teleporters lead to the Platform, and holes in its floor plunge down into the Hall. Both of the Platform's side connect to the Walkways, forming a diagonal high-path across the arena. The unconventional introduction of teleporters, which maintain a siegeball's momentum, has led to nail-biting games and fascinating new strategies.

Players should familiarize themselves with the main avenues for attack and position players on multiple levels to maximize their ability to intercept the ball. Sometimes, players can even use the arena's height to their advantage, shoving opposing players from the Walkways, then steamrolling them with the ball. The key to victory in this arena involves both utilizing verticality and the teleporters to sidestep your opponents at every turn.

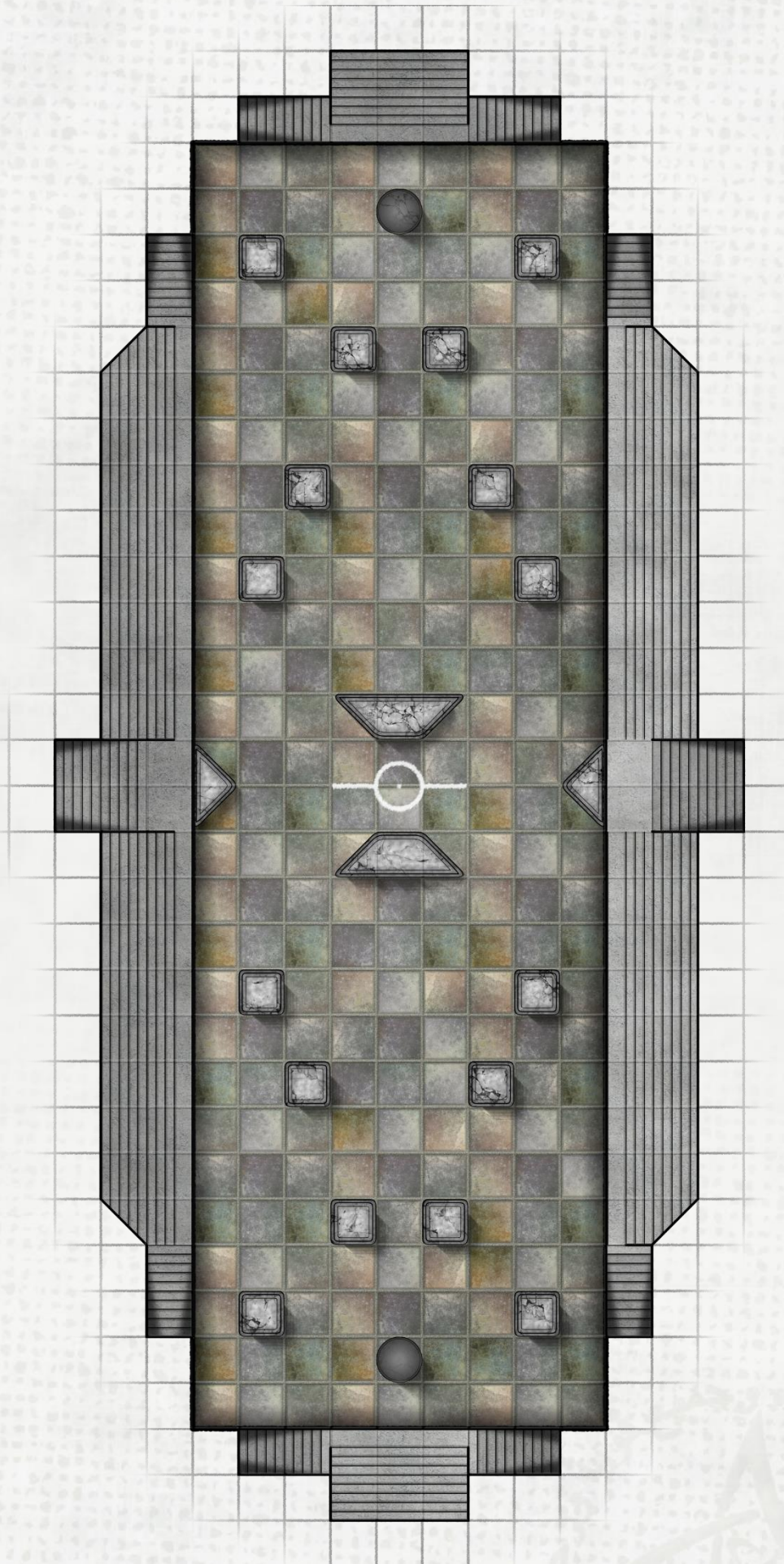
The arena's clientele is exclusive and eccentric; only the exceptionally wealthy or illustrious are admitted to Pinnacle Gardens, all of whom are catered to like royalty. These spectators demand fantastic and often magically-enabled games, so the arena owners employ a transmutation wizard, named Coriolanus the Green, specifically to dream up and prepare new game variants. Coriolanus is an odd character himself, but an accomplished arcanist nonetheless, and is one of the most essential personnel working in Pinnacle Gardens.

Some whisper that, as long as Coriolanus continues to diligently fashion new and more elaborate game variants, his overseers at the garden turn a blind eye to his many experiments, which he conducts just outside the arena grounds. From his rickety workshop there, unspeakable sounds, resembling a cross between a smithy's workroom and a slaughterhouse, can be heard late at night. However, by the light of day, the workshop seems positively tidy; mundane, even.

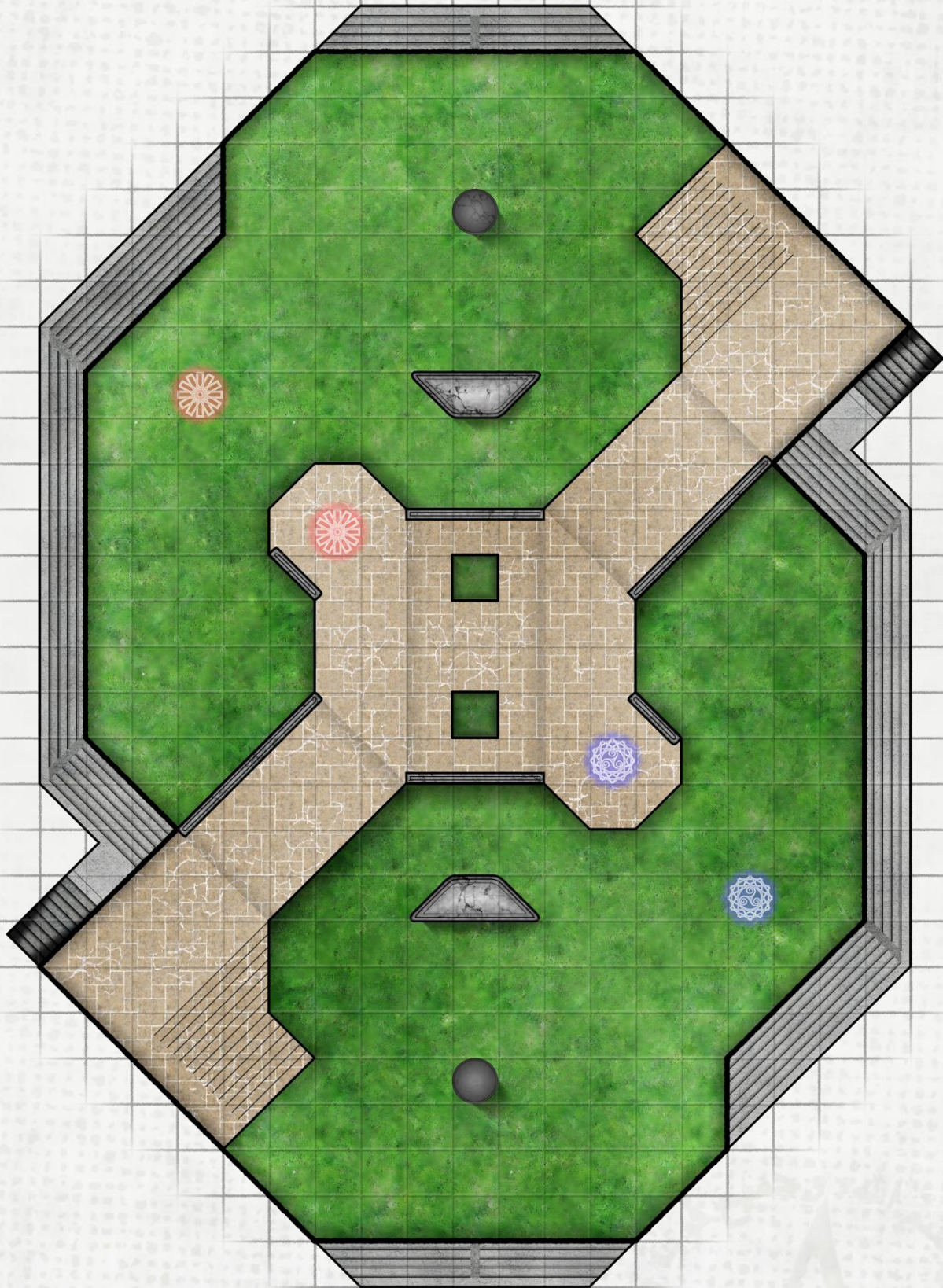
RISK FIELD



AISLE OF PILLARS



PINNACLE GARDENS



VARIANT ARENA RULES

In the far reaches of space and in the depths of the ocean, wildly different variations of this classic sport are practiced. Some versions of siegeball feature extremely modified rulesets, levitating balls or towers, or even completely separate objectives, but the most recognizable siegeball variants are played in low gravity and in water. These games are more spectacular to audiences, but are far more demanding for players and commentators, since a three-dimensional field requires thorough strategy to even navigate, to say nothing of completing an objective.

THREE-DIMENSIONAL ARENAS

Simply stretching a siegeball arena vertically into 3D space poses a number of problems; chief among them, such an arena would seem positively vacant. Because player must be wary of the ball and enemy players passing above or below them, in addition to around them, it is exponentially more difficult to block an opposing team's assault. Moreover, the ball is more likely to land far out in open space, where no nearby players can attack it.

As a solution, siegeball arenas used for three-dimensional games are substantially more compact, measuring only 15 feet across by 15 feet high (3 squares by 3 squares), while still measuring 100 feet or more (20 squares) lengthwise. The towers in this game stand 15-foot high, from floor to ceiling, and are located directly against the back walls of the arena. A few obstacles, usually 5-foot cubes, are positioned symmetrically in the arena.

ZERO-GRAVITY SIEGEBALL

In games without gravity, as might be played in the recesses of space or in the depths of a wizard's tower, or are replicated with copious amount of *fly* and *levitate* spells, players can move vertically at will, as can the ball. To play in such a game using a three-dimensional arena, players and obstacles should be used on a 20-by-3 square grid, and every object should be assigned a height value from 1 to 3, representing how many squares the player or obstacle is from the bottom of the arena. Players can use 5 feet of movement to increase or decrease their height value. Additionally, players can also hit the ball diagonally higher or lower, in which case the ball also uses additional momentum points to move up or down as it moves forward.

NOTE FROM THE AUTHORS

We understand the desire to play this game in three-dimensions, especially in campaigns with strong science fiction themes. However, you should expect some level of additional complexity from these variants, and as a result, they might not be the best fit for every campaign. Some games, like chess and siegeball, are perhaps best realized in the safe confines of two-dimensional space.

The ball in this game variant can be frictionless or use artificial friction. When a frictionless ball is hit, it moves a number of squares equal to its momentum points, but its points do not decrease as it moves. Until the ball is hit or it collides with a tower (events which reset the ball's momentum points), the ball moves a number of squares equal to its momentum points at the end of each turn, other than on turns in which it is hit. The ball loses 2 momentum points when it collides with a wall.

A frictionless ball can lead to the unfortunate "pinball effect" wherein which players simply attack the ball indiscriminately and hope that it eventually ricochets into the enemy tower. Because of this tactic, many zero-gravity variants use artificial friction, which causes the ball to naturally decelerate as if it were on land.

UNDERWATER SIEGEBALL

Underwater games of siegeball behave much like zero-gravity siegeball, with a few notable changes. Firstly, all non-aquatic players must be enchanted with a *water breathing* spell to prevent drowning. The ball in underwater games naturally decelerates as if it were on land, but it may or may not be buoyant. If the ball is not buoyant, it sinks one level at the end of each turn.



CHAPTER 6: TEAMS

Siegeball teams consist of five players, usually one dedicated striker and a dedicated blocker among their number, but teams are also incomplete without their coach and sponsor, who do not participate in the game itself, but do much to influence a team's success. This chapter looks in-depth at what makes a good coach, what types of sponsors a team might expect, and how these members interact. Lastly, it presents a number of Siegeball Cards, statblocks for siegeball teams in collectible card form.

COACHES

Ostensibly, the coach's job is to train the team and strategize with them during games, but coaches also perform a number of other indispensable tasks, from giving the team a pep talk before a big match, to ensuring that the team has lodging for an away-game, to filling out the paperwork to join a tournament, to acting as a liaison between the team's owner and its sponsors.

Great coaches are steadfast and laser-focused on the game. Most coaches have career experience in siegeball tournaments as players, so they viscerally understand the pressure and tactics of getting to the championship and can use that experience to benefit the team. The worst coaches seek to wallow in their glory days, hoping to vicariously relive their pasts through their players, without contributing anything to the team itself. But exceptional coaches have a wealth of knowledge pertaining to training regimens, tournament strategy, and play-by-play tactics they can offer to elevate a talented team to a legendary one.

Behind the scenes, coaches also have the less than glamorous job of filling out paperwork and dealing with other business interests. If the team is owned by a third party, the coach will act as an intermediary between the team and its owner, and also acts as a go-between with the arena owner, the tournament overseers, sponsors, and anyone else with financial ties to the game. If the team is self-owned, the coach will also likely secure sponsorship deals for them. This role is critical for a team's success, even though it is far removed from the roar of the crowd and the spectacle of toppling an opponent's tower at the apex of a match.

SPONSORS

Most siegeball teams would struggle to survive on prize money alone, and thus find patronage invaluable. Sometimes, the team will be supported by a wealthy patron with a complicated profit-sharing deal, but most of the

time, patronage comes in the form of sponsorship deals: branded advertising worn by the players and decorating the stadium. The following are potential brands that might seek to cut a sponsorship deal with the players and their team owner:

d20 Sponsors

- 1 Knai-Ki.** *Do That.*
This elven-owned shoemaking company has made become famous for its low cost and effective advertising. However, the business is not without controversy, owing to the poor working conditions in its mostly gnomish shoemaking shops. This sponsor offers free cleats and garish branded uniforms to any team they they sponsor.
- 2 Zut-Zut's Wut Hut.** *Say Wut-Wut?*
A Wut Hut is a traveling merchant stall and curiosity shop rigged to deploy directly from a cart and then fold back down onto it when the day is done. Zut-Zut, as well as all the other merchants with Wut Huts, are kobolds specializing in traveling to dungeons and other places of adventure, where they can buy from and sell to adventurers at a high markup.
- 3 General Goode's Generally Good Goods.** *Good, good, good, good, good.*
People agree the products in this chain of general stores are serviceable, but hardly special. In fact, this store's greatest defining factor is that it has a diverse offering of products, even by general store standards.
- 4 Big Bad Bart's Bloodpit Bar & Grill.** *GET SOME MEAT IN YOU.*
Ever since Big Bad Bart passed away from heart disease, his children (all devout vegans) have been running the business in his stead, converting the entire menu to meatless alternatives.
- 5 Gnome Depot.** *Let the Gnome handle this one.*
This vast department store of hardware, lumber, tinker supplies, and artisan's tools has nary a gnome in sight; it would seem the titular gnome is only a mascot.
- 6 Hypnotic Patterns Tailoring Company.** *YoU wOn'T bElleVe YoUr EyEs.*
Every piece of fabric created by this custom tailoring company is guaranteed to dazzle. However, while their best-selling brands are extremely popular among noble fashion aficionados, their lesser known products border on the physically painful to look at. This sponsor provides uniforms made of such a fabric to be worn by the team.
- 7 Magic Missiles, Mages, and More!** *Magical Quality for Mundane Prices.*
Though this chain of shops built its reputation on selling potions, scrolls, and magic items, it fills

the rest of its stock with non-magical linens and such, which the everyday consumer typically finds much more appealing. They are happy to loan one company-branded common magic item to a team that they sponsor.

- 8 **Red Dragon Hot Sauce.** *Spit Fire!*
This hot sauce claims it is made with actual red dragon saliva, but in fact, its signature flavor comes from a number of small magic enchantments placed on every batch.
- 9 **Greatberry Eatery.** *It's not just good, It's Greatberry.*
This eatery specializes in curiously small dishes made from goodberries. Because even a single goodberry can sustain someone for an entire day, every dish consists of just one berry prepared in a variety of ways. This sponsor will provide a team that they sponsor with a small handful of goodberries before every game.
- 10 **Grib Oglin's Bedding, Linens, Interiors, and Nets.** *Come on down and visit your favorite G.O.B.L.I.N.!*
This company is a favorite among kobolds, goblinoids, and other creatures that require materials to build traps to ensnare adventurers that intrude on their lairs.
- 11 **Crazy Owlbear's Used Wagon and Carriage Lot.** *Crazy Owlbear's Used Wagon and Carriage Lot! Crazy Owlbear's Used Wagon and Carriage Lot! Crazy Owlbear's Used Wagon and Carriage Lot!*
Due to a mismanaged expedition to a long-forgotten dungeon, we are currently OVERSTOCKED on all wagons and carriages, and we're passing the savings onto YOU! This used wagon and carriage lot sells exclusively bottom of the rung products.
- 12 **Orc-a-Cola.** *Official Sponsor of the Warhorde.*
This extremely sugary fizzy drink, with its iconic green bottle, is a favorite of humanoids and goblinoids alike. This brand sponsors many successful siegeball teams and requires that each member of the team drink a bottle of Orc-a-Cola before or during the match, in plain view of the spectators.
- 13 **Collections Incorporated.** *You Direct, We Collect.*
This guild of adventurers is organized with a distinctly corporate structure, which funnels most of the profits to its founders, who are now little more than spokespeople for the Collection Inc. brand. This model has afforded them great success, which they consistently funnel into advertising and outreach.
- 14 **The Ruby Reserve.** *It's Safe With Us.*
Few banks hold as much capital as the Ruby Reserve. Popular among adventuring bands who acquire massive amounts of material wealth (much of which in the form of treasure, rather than coin which can easily be spent), the Reserve allows adventures to stockpile their wealth for a rainy day. Rumor has it that the founder of the

Ruby Reserve is actually a reclusive red dragon, who resides within the vault—its own personal hoard. No one can confirm or deny this rumor, however, as the vault is nigh-impenetrable.

- 15 **Adventurers Anonymous.** *Level Up.*
More often than not, seasoned adventurers are left with a few lingering quirks from their time suicidally delving into dungeons, confronting life-or-death challenges, and battling homicidal monsters. Adventurers Anonymous is a network of support groups that help retired adventurers get back on their feet and adjust to normal society.
- 16 **The Arcanium Gymnasium.** *Get buff (or debuff) in 30 days or your money back!*
This gymnasium is endorsed by the world-famous Muscle Wizard, who loudly proclaims to anyone that will listen that the Arcanium (and not forbidden strength-multiplying magic) is the reason for his unreasonable might.
- 17 **Roquefort Adventurer Corpse Retrieval and Ressurectorium.** *Resurrection not valid after 100 years.*
This company offers an invaluable service to adventures at a premium price: corpse retrieval and revival. Wherever a person of interest dies, the Roquefort company can send out an expedition to attempt to retrieve the body and conduct a *resurrection*. Such an endeavor is unquestionably expensive, so their persons of interest are almost exclusively young noblemen who tried (and failed) to take up adventuring.
- 18 **Eowyiin's Lavish Fineries.** *For when you want the ring that says, "Be with me for a millennium".*
Elves have extremely high standards for luxuries, and even higher standards when it comes to their extremely long-planned marriage ceremonies. As such, Eowyiin's Lavish Fineries smiths faultless, premium jewelry for the discerning elf. Every one of their pieces is a masterwork, and they charge a king's ransom as a result.
- 19 **Insane Ali's Rug and Lamp Emporium.** *Make a wish!*
This traveling emporium has made a tidy fortune selling exotic rugs all around the world. If Insane Ali's testimony is anything to go by, he acquired the beginning of his fortune (an immense stockpile of rugs and lamps) by accidentally squandering his three wishes from a magic lamp, in an attempt to get more wishes. Of course, Insane Ali's word isn't much to go by; he's insane after all.
- 20 **MoralExpert Alignment Score Checking Service.** *If you're afraid you might be a Chaotic Evil psychopath, ready to snap, or need veritable proof that you are, in fact, holier than your fellow man, come on down to MoralExpert Alignment Score Checking Service, at a temple near you!*
This company uses state-of-the-art magic to zero in on your alignment with incredible* accuracy!

EXAMPLE TEAMS

The following teams are examples, useful for populating your tournaments and the rosters of scrimmage games.

ADVOCATES

Few teams are as terrifying as the Advocates, a trio of devils (a pit fiend and two bone devils) summoned up from the underworld by some bad actor to interfere in the Siegeball Championship. Thankfully, the terms of the Advocates' contract require that they are not allowed to outright kill their opponents, though they will take every opportunity to grievously injure or maim instead.

ARCHONS

One of the most popular teams in recent memory, the Archons consist almost entirely of elves, with one exception: their heavy-set minotaur point man. In spite of this racial divide, their fans are a uniquely diverse faction, with humans, elves, orcs, dwarves, halflings, and gnomes throwing their support behind the star-studded team. The team's signature strategy of fast, coordinated strikes on the tower earned them a string of Championship wins, but it has been almost a decade since their last Siegebowl appearance, causing many to think that the team is afflicted with some sort of curse.

MANTICORES

Eternal rivals of the Archons, the Manticores are fierce competitors and favor extremely defensive tactics, blocking as many shots as possible and strategically locking the opposing team on the far side of the field from their tower. This team has seen quite a few scandals in their time, from dirty players to allegations of Jax abuse, but few of these ever amount to long-term issues for the team. Their fans are fervent supporters and will follow the team anywhere to see them win.

ORC-A-COLA OROGS

Sponsored by the incredibly popular drink, Orc-a-Cola, this team takes ample time before every match to promote their sponsor to the crowd. Though the Orogs are a competent team, they are better showmen than players, and can curry ample favor from the audience and referees alike.

OWLBEARMEN

This small-town team is the very definition of an underdog, having few wins under their belt until a recent streak of

victories that has gained them matchups with far more seasoned teams. To their credit, they handle themselves very well, even in such tough matches. Their titular mascot is the mythical owlbearman: half-owl, half-bear, and half-man, whose iconic hoot-owl-scream has enchanted audiences everywhere they travel.

PINKSKINS

The Pinkskins are an orcish team, whose naked, pot-bellied human mascot is simultaneously offensive humans and halflings alike. In spite of human outcry on racist gimmick, the orcish team has showed no sign of changing its name, and the lack of Championship Committee intervention has led many to believe that some behind-closed-doors transaction has secured the team's identity.

ROTTERS AND BONE BRIGADE

It's a mystery how the necromancer Grach continues to be admitted into siegeball tournaments. Perhaps he charms the tournament runners, or perhaps he has financial leverage over numerous arena-owners; regardless, Grach enters teams in tournaments regardless.

Grach plays alongside the Rotters, his team of two zombies and two flesh golems. The golems, named Dr. Stein and Franklin, are much faster than normal, for they are composed of body parts salvaged from deceased professional siegeball players.

His backup team, The Bone Brigade, is a team of skeletons fitted with siegeball gear and bats. These skeletons are surprisingly coordinated, and exceptionally fast, making them a difficult matchup for most teams. But if Grach thinks the Bone Brigade might lose, he can employ one additional trick: by having the Bone Brigade carry additional bones into the arena, he can animate more than the usual number of players for his team, as long as they are not already animated at the start of the match. This loophole is plainly unfair for the opposing team, but (probably for same reason Grach is allowed to compete in the first place) the loophole has never been changed.

TITANS

Boril and Dombd don't need other teammates to be a legendary duo: these storm giants love nothing more than to travel to the land of puny folk and crush them in their games. Out of the interest of fairness, they never cast spells during matches, even when it would be allowed, but have few qualms about accidentally stepping on their opponents.

DEREVAN "FIVE FINGER" DEŠKONT'
Med. Humanoid (elf), CN
ARCHONS

 "I'm good at five things. Stealing the ball, stealing hearts, and three things better left unsaid."

STR 10 (+0) **DEX** 22 (+6) **CON** 16 (+3) **INT** 15 (+2) **WIS** 8 (-1) **CHA** 12 (+1)
HP 99 **AC** 18 **Speed** 30 ft.

Player Statistics
Skills Acrob. +9, Stealth +12 **7 (2,900 XP) Challenge**
Attacks
Siege Baton +9 to hit — 8 (1d4 + 6) b. damage
Multiaffack 2 (as a bonus action)

Special
Backstab (1/Turn) Derevan adds 17 (5d6) to the damage of a melee attack. Derevan has advantage on Dexterity (Stealth) checks to make this attack illegally.
Showman (3/Day) Derevan can reroll an attack roll or ability check.
Sprinter Derevan can take the Dash action or Follow action as a bonus action.

TRIVIA
o Derevan collects artwork, statues, and jewels.

AERO "STREAK" MORNAN
Med. Humanoid (elf), CN
ARCHONS

 "Do try to put up a fight, will you? I'm ever so bored."

STR 14 (+2) **DEX** 20 (+5) **CON** 15 (+2) **INT** 11 (+0) **WIS** 14 (+2) **CHA** 11 (+0)
HP 100 **AC** 16 **Speed** 35 ft.

Player Statistics
Skills Acrob. +8, Surv. +5 **8 (3,900 XP) Challenge**
Attacks
Siege Bat +10 to hit — 14 (2d8 + 5) b. damage
Multiaffack 3

Special
Sprinter Aero can take the Dash action or Follow action as a bonus action.
Striker Aero has a +2 bonus on attacks against siegeballs (included in the attack).
Strong Arm Aero adds 1d8 to damage rolls with his melee weapon attacks (included in the attack).

TRIVIA
o Aero and Enlana are twins that have trained together since childhood. Their bickering confirms as much.
o Aero insists he's the more talented one.

ARCHONS

VIRIN "SILVER" SOLE
Med. Humanoid (elf), NE
ARCHONS

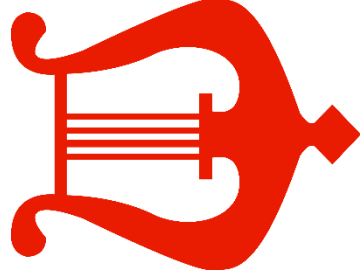
 "Don't worry; I can tell you exactly what you saw."

STR 17 (+3) **DEX** 22 (+6) **CON** 17 (+2) **INT** 13 (+1) **WIS** 10 (+0) **CHA** 16 (+2)
HP 121 **AC** 17 **Speed** 35 ft.

Player Statistics
Skills Ath. +6, Persu. +5 **8 (3,900 XP) Challenge**
Attacks
Siege Bat +9 to hit — 10 (1d8 + 6) b. damage
Multiaffack 3

Special
Massive Hit (2/Day) Virin deals maximum damage with a damage roll.
Star Player (2/Day) Virin can take two actions and move double his movement speed on his turn.
Sprinter Virin can take the Dash action or Follow action as a bonus action.

TRIVIA
o Virin has a particular liking for fine wine.
o Virin has been accused of nearly killing a player 13 times, but upon review, these charges were dropped.



ENLANA "ECHO" MORNAN
Med. Humanoid (elf), CN
ARCHONS

 "He goes left, I go right, and you and your tower go down."

STR 16 (+3) **DEX** 20 (+5) **CON** 17 (+3) **INT** 12 (+1) **WIS** 13 (+1) **CHA** 11 (+0)
HP 112 **AC** 17 **Speed** 35 ft.

Player Statistics
Skills Ath. +6, Acrob. +8 **8 (3,900 XP) Challenge**
Attacks
Siege Bat +10 to hit — 14 (2d8 + 5) b. damage
Multiaffack 3

Special
Sprinter Enlana can take the Dash action or Follow action as a bonus action.
Striker Enlana has a +2 bonus on attacks against siegeballs (included in the attack).
Strong Arm Enlana adds 1d8 to damage rolls with his melee weapon attacks (included in the attack).

TRIVIA
o Aero and Enlana are twins that have trained together since childhood. Their bickering confirms as much.
o Enlana insists she's the smarter one.

TINY
Lrg. Monstrosity (minotaur), N
ARCHONS

 "Tiny know not what to say. No one ask Tiny for quote before."

STR 18 (+4) **DEX** 11 (+0) **CON** 16 (+3) **INT** 6 (-2) **WIS** 16 (+3) **CHA** 9 (-1)
HP 76 **AC** 14 **Speed** 40 ft.

Player Statistics
Skills Percep. +7 **3 (700 XP) Challenge**
Senses Darkvision 60 ft.
Attacks
Siege Club +6 to hit — 17 (2d12 + 4) b. damage
Gore +6 to hit — 13 (2d8 + 4) b. damage

Special
Charge If Tiny moves at least 10 ft. straight toward a target and then hits it with a gore attack, the target takes an extra 9 (2d8) p. damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 ft. away and knocked prone.
Reckless Tiny has advantage on attack rolls, but attacks targeting him also have advantage.

TRIVIA
o Tiny's best friend is named Gunther.

<p>OROBAS <i>ADVOCATES</i></p>	
<p><i>Lrg. Fiend (pit fiend), LE</i></p>	<p>"If you would but sign on the dotted line..."</p>
<p>STR 26 (+8) DEX 14 (+2) CON 24 (+7) INT 22 (+6) WIS 18 (+4) CHA 24 (+7)</p> <p>HP 300 AC 19 Speed 30 ft. / 60 (fly)</p>	<p>Player Statistics Saving Throws Dex +8, Con +13, Poisoned Condition Immunities Skills Arc. +10, Truesight 120 ft. Senses nonmagical b/p/s Damage Resistances cold; 20 (20,000 XP) Challenge poison Damage Immunities fire, 20 (20,000 XP)</p> <p>Attacks Bite +14 to hit — 22 (4d6 + 8) p. damage, DC 21. Con save or target is poisoned. See 'Pit Fiend' stats Claw +14 to hit — 10 ft. — 17 (2d8 + 8) s. damage Mace +14 to hit — 10 ft. — 15 (2d6 + 8) b. + 21 (6d6) fire Tail +14 to hit — 10 ft. — 24 (3d10 + 8) b. damage</p> <p>Special Fear Aura, Magic Resistance, Magic Weapons, Innate Spellcasting See 'Pit Fiend' stats</p>



"If you would but sign on the dotted line..."

STR 26 (+8) **DEX** 14 (+2) **CON** 24 (+7) **INT** 22 (+6) **WIS** 18 (+4) **CHA** 24 (+7)
 HP 300 AC 19 Speed 30 ft. / 60 (fly)

Player Statistics
Saving Throws Dex +8, Con +13, **Poisoned Condition** Immunities
Skills Arc. +10, **Truesight** 120 ft. **Senses** nonmagical b/p/s
Damage Resistances cold; 20 (20,000 XP) **Challenge** poison
Damage Immunities fire, 20 (20,000 XP)

Attacks
Bite +14 to hit — 22 (4d6 + 8) p. damage, DC 21. Con save or target is poisoned. See 'Pit Fiend' stats
Claw +14 to hit — 10 ft. — 17 (2d8 + 8) s. damage
Mace +14 to hit — 10 ft. — 15 (2d6 + 8) b. + 21 (6d6) fire
Tail +14 to hit — 10 ft. — 24 (3d10 + 8) b. damage

Special
Fear Aura, **Magic Resistance**, **Magic Weapons**, **Innate Spellcasting** See 'Pit Fiend' stats

<p>BARABAS <i>ADVOCATES</i></p>	
<p><i>Lrg. Fiend (bone devil), LE</i></p>	<p>"The moment this circle breaks, I will strip the flesh from your bones"</p>
<p>STR 18 (+4) DEX 16 (+3) CON 18 (+4) INT 13 (+1) WIS 14 (+2) CHA 16 (+3)</p> <p>HP 142 AC 19 Speed 40 ft. / 40 ft. (fly)</p>	<p>Player Statistics Saving Throws Int +5, Wis +6, Poisoned Condition Immunities Skills Decept. +7, Ins. +6, Darkvision 120 ft. Senses nonmagical b/p/s Damage Resistances cold; 9 (5,000 XP) Challenge fire, poison Damage Immunities fire, poison Attacks Claw +8 to hit — 10 ft. — 8 (1d8 + 4) s. dmg. Multitask (2) Sling +8 to hit — 10 ft. — 13 (2d8 + 4) p. + 17 (5d6) poison. DC 14. Con save or target is poisoned. See 'Bone Devil'</p> <p>Special Devil'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.</p>



"The moment this circle breaks, I will strip the flesh from your bones"

STR 18 (+4) **DEX** 16 (+3) **CON** 18 (+4) **INT** 13 (+1) **WIS** 14 (+2) **CHA** 16 (+3)
 HP 142 AC 19 Speed 40 ft. / 40 ft. (fly)

Player Statistics
Saving Throws Int +5, Wis +6, **Poisoned Condition** Immunities
Skills Decept. +7, **Ins.** +6, **Darkvision** 120 ft. **Senses** nonmagical b/p/s
Damage Resistances cold; 9 (5,000 XP) **Challenge** fire, poison
Damage Immunities fire, poison
Attacks
Claw +8 to hit — 10 ft. — 8 (1d8 + 4) s. dmg. **Multitask** (2)
Sling +8 to hit — 10 ft. — 13 (2d8 + 4) p. + 17 (5d6) poison. DC 14. Con save or target is poisoned. See 'Bone Devil'

Special
Devil'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.

<p>BORIL <i>TITANS</i></p>	
<p><i>Huge Giant (storm giant), CN</i></p>	<p>"Boril loves to crush tiny humans! Hat! You call that sport?!"</p>
<p>STR 29 (+0) DEX 14 (+2) CON 20 (+5) INT 16 (+3) WIS 18 (+4) CHA 18 (+4)</p> <p>HP 230 AC 16 Speed 50 ft. / 50 (swim)</p>	<p>Player Statistics Saving Throws Str +14, Con +10, Wis +9, Cha +9 Skills Arc. +8, Ath. +14, Hlst. Lightning, Thunder Damage Immunities Damage Resistances cold 13 (10,000 XP) Challenge Attacks Greatbat +14 to hit — 10 ft. — 30 (6d6 + 9) b. Multitask (2) Rock +14 to hit — 60/240 ft. — 35 (6d6 + 9) b. damage. Special Innate Spellcasting See 'Storm Giant' stats Lightning Strike (5-6) See 'Storm Giant' stats</p> <p>TRIVIA o Boril and Dombd are twin brothers, though you wouldn't guess it from Boril's flaming red hair and Dombd's black mane.</p>



"Boril loves to crush tiny humans! Hat! You call that sport?!"

STR 29 (+0) **DEX** 14 (+2) **CON** 20 (+5) **INT** 16 (+3) **WIS** 18 (+4) **CHA** 18 (+4)
 HP 230 AC 16 Speed 50 ft. / 50 (swim)

Player Statistics
Saving Throws Str +14, Con +10, Wis +9, Cha +9
Skills Arc. +8, Ath. +14, **Hlst.** Lightning, Thunder **Damage Immunities**
Damage Resistances cold 13 (10,000 XP) **Challenge**
Attacks
Greatbat +14 to hit — 10 ft. — 30 (6d6 + 9) b. **Multitask** (2)
Rock +14 to hit — 60/240 ft. — 35 (6d6 + 9) b. damage.
Special
Innate Spellcasting See 'Storm Giant' stats
Lightning Strike (5-6) See 'Storm Giant' stats

TRIVIA
 o Boril and Dombd are twin brothers, though you wouldn't guess it from Boril's flaming red hair and Dombd's black mane.

<p>DOMBD <i>TITANS</i></p>	
<p><i>Huge Giant (storm giant), CN</i></p>	<p>"Dombd once eat dwarf. Chewier than dwarf."</p>
<p>STR 29 (+0) DEX 14 (+2) CON 20 (+5) INT 16 (+3) WIS 18 (+4) CHA 18 (+4)</p> <p>HP 230 AC 16 Speed 50 ft. / 50 (swim)</p>	<p>Player Statistics Saving Throws Str +14, Con +10, Wis +9, Cha +9 Skills Arc. +8, Ath. +14, Hlst. Lightning, Thunder Damage Immunities Damage Resistances cold 13 (10,000 XP) Challenge Attacks Greatbat +14 to hit — 10 ft. — 30 (6d6 + 9) b. Multitask (2) Rock +14 to hit — 60/240 ft. — 35 (6d6 + 9) b. damage. Special Innate Spellcasting See 'Storm Giant' stats Lightning Strike (5-6) See 'Storm Giant' stats</p> <p>TRIVIA o Dombd almost never speaks, owing to a dire wolf attack when he was a child. o Dombd is an avid hunter and wears quarries's furs.</p>



"Dombd once eat dwarf. Chewier than dwarf."

STR 29 (+0) **DEX** 14 (+2) **CON** 20 (+5) **INT** 16 (+3) **WIS** 18 (+4) **CHA** 18 (+4)
 HP 230 AC 16 Speed 50 ft. / 50 (swim)

Player Statistics
Saving Throws Str +14, Con +10, Wis +9, Cha +9
Skills Arc. +8, Ath. +14, **Hlst.** Lightning, Thunder **Damage Immunities**
Damage Resistances cold 13 (10,000 XP) **Challenge**
Attacks
Greatbat +14 to hit — 10 ft. — 30 (6d6 + 9) b. **Multitask** (2)
Rock +14 to hit — 60/240 ft. — 35 (6d6 + 9) b. damage.
Special
Innate Spellcasting See 'Storm Giant' stats
Lightning Strike (5-6) See 'Storm Giant' stats

TRIVIA
 o Dombd almost never speaks, owing to a dire wolf attack when he was a child.
 o Dombd is an avid hunter and wears quarries's furs.



THE ADVOCATES &

THE TITANS



BLUEY "RED EYES" JONES		MANTICORES	
Med. Humanoid (half-elf), NE			
			
"Who told you that? I'll need to chat with them."			
STR	DEX	CON	INT WIS CHA
8 (-1)	20 (+5)	14 (+2)	13 (+1) 10 (+0) 14 (+2)
HP 66		AC 16	Speed 30 ft.
Player Statistics			
Skills Acrob. +11, Decep. +5, Sit. of Hand +11, Stealth +11			
Attacks			
Siege Baton +8 to hit — 7 (1d4 + 5) b. damage			
Multitack 2 (as a bonus action)			
Special			
Backstab (1/Turn) Bluey adds 17 (5d6) to the damage of a melee attack. Bluey has advantage on Dexterity (Stealth) checks to make this attack illegally.			
Sprinter Bluey can take the Dash action or Follow action as a bonus action.			
TRIVIA			
<ul style="list-style-type: none"> No one knows why Bluey insists on going by 'Red-Eyes'. Bluey insists he is in no way associated with the Knotters or any other infamous gang based out of Westport. 			

FARN "OXCART" BLACKBRAND		MANTICORES	
Med. Humanoid (dwarf), LE			
			
"You best stand aside, little one. Things'll get ugly."			
STR	DEX	CON	INT WIS CHA
20 (+5)	13 (+1)	16 (+3)	10 (+0) 12 (+1) 8 (-1)
HP 95		AC 14	Speed 35 ft.
Player Statistics			
Skills Ath. +8			
Attacks			
Siege Club +8 to hit — 15 (1d12 + 9) b. damage			
Multitack 2			
Special			
Blocker Farn can take the Block action as a bonus action.			
Charge Farn can make a tackle attempt as a bonus action. If Farn moves at least 10 feet in a straight line immediately before taking this bonus action, they can add +5 to the damage roll.			
Fury Farn has a +4 bonus on damage with melee weapon attacks (included in the attack).			
TRIVIA			
<ul style="list-style-type: none"> The Blackbrand clan is famously in a centuries-long feud with the Hammermines. 			

MANTICORES

TITANA		MANTICORES	
Med. Humanoid (human), NG			
			
"Hai! They do not grow men so tiny on Titana's island. You're cute and pathetic, like rodent!"			
STR	DEX	CON	INT WIS CHA
22 (+6)	16 (+3)	15 (+2)	9 (-1) 13 (+1) 8 (-1)
HP 95		AC 14	Speed 40 ft.
Player Statistics			
Skills Ath +9, Surv. +4			
Attacks			
Siege Club +9 to hit — 12 (1d12 + 6) b. damage			
Multitack 2			
Special			
Blocker Titana can take the Block action as a bonus action.			
Massive Hit (3/Day) Best deals maximum damage with a damage roll.			
TRIVIA			
<ul style="list-style-type: none"> Titana hails from a remote tropical island almost entirely inhabited by women, all of them 6 feet or taller. Titana enjoys hunting and fishing (with her bare hands) 			

SAUL "WONDER-HIT" VICEROY		MANTICORES	
Med. Humanoid (elf), NE			
			
"All this incense is really just for show. So are the wand, the robes, and the pointy hat."			
STR	DEX	CON	INT WIS CHA
14 (+2)	14 (+2)	12 (+1)	19 (+4) 13 (+1) 11 (+0)
HP 39		AC 17	Speed 60 ft.
Player Statistics			
Skills Arcana +7, Decept. +4			
Attacks			
Siege Bat +5 to hit — 6 (1d8 + 2) b. damage			
Special			
Disguised Fire Bolt (1/Turn) Saul deals (16) 3d10 fire damage instead of his normal weapon damage.			
Haste (1/Turn) Saul can take one additional action, which can be used to attack (one weapon attack only), block, dash, disengage, follow, hide, or use an object.			
TRIVIA			
<ul style="list-style-type: none"> We have it on excellent authority that Saul is not a mage of any sort, and certainly isn't using illegal magic. Saul rose in the siegeball ranks quickly due to his uncanny speed and impressively strong hits. 			

BOLAN "GRANDDAD" HEED		MANTICORES	
Med. Humanoid (human), LN			
			
"Back in my day..."			
STR	DEX	CON	INT WIS CHA
14 (+2)	22 (+6)	17 (+3)	9 (-1) 13 (+1) 11 (+0)
HP 94		AC 19	Speed 30 ft.
Player Statistics			
Skills Acrob. +9, Ath. +5, Hist. +3			
Attacks			
Siege Bats +9 to hit — 8 (1d4 + 6) b. damage			
Multitack 3			
Special			
Blocker Bolan can take the Block action as a bonus action.			
Massive Hit (1/Day) Bolan deals maximum damage with a damage roll.			
Star Player (1/Day) Bolan can take two actions and move double his movement speed on his turn.			
TRIVIA			
<ul style="list-style-type: none"> Bolan has been playing siegeball for over 40 years, as his grey hair and veteran strategies will attest. 			



GUNTHER BORRISON

SmI, Humanoid
(halfing), NG

OWLBEARMEN



"I might be little, but get near my ball and I'll put you on my level!"

STR 10 (+0) **DEX** 19 (+4) **CON** 14 (+2) **INT** 13 (+1) **WIS** 8 (-1) **CHA** 13 (+1)
HP 38 **AC** 16 **Speed** 25 ft.

Player Statistics
Skills Ath. +6, Stealth +8 **Challenge** 2 (450 XP)

Attacks
Siege Baton +6 to hit — 6 (1d4 + 4) b. damage
Multiaffack 2 (+1 as a bonus action)

Special
Slippery Gunther can move through enemy spaces as if they were difficult terrain.
Sprinter Gunther can take the Dash action or Follow action as a bonus action.

TRIVIA

- o Gunther is actually tall for a halfling.
- o Gunther donates most of his earnings to orphanages.
- o Gunther's best friend is named Tiny.

MADDOG "MAD DOG" BLIGE

Med. Humanoid
(human), CN

OWLBEARMEN



"That's my ball, Gimme Gimme"

STR 18 (+4) **DEX** 14 (+2) **CON** 15 (+2) **INT** 11 (+0) **WIS** 13 (+1) **CHA** 9 (-1)
HP 44 **AC** 18 **Speed** 30 ft.

Player Statistics
Skills Ath. +6, Insight +3, Intim. +3, Stealth +4 **Challenge** 3 (700 XP)

Attacks
Siege Bat +6 to hit — 8 (1d8 + 4) b. damage **Multiaffack** 2

Special
Charge Maddog can make a tackle attempt as a bonus action. If Maddog moves at least 10 feet in a straight line immediately before taking this bonus action, they can add +5 to the damage roll.
Sprinter Maddog can take the Dash action or Follow action as a bonus action.

TRIVIA

- o Maddog, an avid knitter, creates cozies for his siegebats
- o Maddog is the newest member of the Owlbearmen

OWLBEARMEN

BOST "RED" HAMMERMINE

Med. Humanoid
(dwarf), NG

OWLBEARMEN



"So I hollowed out me siegebat and turnt' it into' makeshift flask. Mmmm... brandy."

STR 18 (+4) **DEX** 13 (+1) **CON** 16 (+3) **INT** 10 (+0) **WIS** 12 (+1) **CHA** 8 (-1)
HP 49 **AC** 16 **Speed** 30 ft.

Player Statistics
Skills Ath +6, Surv. +3 **Challenge** 2 (450 XP)

Senses Darkvision 60 ft.

Attacks
Siege Club +6 to hit — 10 (1d12 + 4) b. damage
Multiaffack 2

Special
Massive Hit (2/Day) Bost deals maximum damage with a damage roll.

TRIVIA

- o Bost comes from the Hammermines, a dwarven clan that has produced dozens of siegeball champions.
- o The Hammermine mountain is famed for its riches, but the inheritance is contested by a dozen heirs.

CASSIE DESKONT

Med. Humanoid
(elf), NE

OWLBEARMEN



"And that's when I learned there's no such thing as having too many spikes on your gear."

STR 12 (+1) **DEX** 19 (+4) **CON** 13 (+1) **INT** 9 (-1) **WIS** 14 (+2) **CHA** 10 (+0)
HP 39 **AC** 15 **Speed** 30 ft.

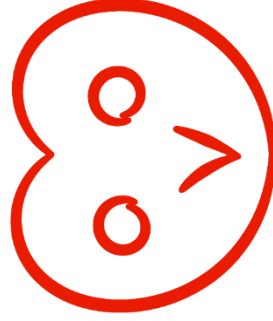
Player Statistics
Skills Acrob. +6, Surv. +4 **Challenge** 2 (450 XP)

Attacks
Siege Baton +8 to hit — 8 (1d8 + 4) b. damage
Multiaffack 2

Special
Slippery Cassie can move through enemy spaces as if they were difficult terrain.
Striker Cassie has a +2 bonus on attacks against siegebats (included in the attack).
Switch-Up (1/Day) Cassie can switch places with another creature within 5 feet of her.

TRIVIA

- o Cassie is a master of card tricks.
- o Cassie's younger brother plays for the Aichons.



POOGIE "BELCH" YAGRAS
ORC-A-COLA OROGS

SmI, Humanoid (gnome), N



"I'm never living that down, am I?"

STR 8 (-1) **DEX** 16 (+3) **CON** 14 (+2) **INT** 12 (+1) **WIS** 10 (+0) **CHA** 15 (+2)
HP 17 **AC** 15 **Speed** 25 ft.

Player Statistics

Skills Acrob. +3, Stealth +7 **Challenge** 1 (200 XP)

Attacks

Siege Baton +5 to hit — 5 (1d4 + 3) b. damage

Multitack 2

Special
Blocker Poogie can take the Block action as a bonus action.

Showman (3/Day) Poogie can reroll an attack roll or ability check.

TRIVIA

- o Poogie's favorite color is purple, as evidenced by his purple helmet and siege batons.
- o Poogie owns a breath mint franchise. Belch Beautifully!
- o Poogie was the lead singer in a gnomish band before becoming a professional siegeball player.

MR. WIZARD
ORC-A-COLA OROGS

Med. Humanoid (human), CN



"I cast Fists!"

STR 17 (+3) **DEX** 14 (+2) **CON** 18 (+4) **INT** 9 (-1) **WIS** 10 (+0) **CHA** 11 (+1)
HP 28 **AC** 14 **Speed** 30 ft.

Player Statistics

Skills Ath. +4, Intim. +3, **Challenge** 1/2 (100 XP)

Attacks

Siege Club +5 to hit — 9 (1d12 + 3) b. damage

Special

Massive Hit (1/Day) Mr. Wizard deals maximum damage with a damage roll.

Reckless Mr. Wizard has advantage on attack rolls, but attacks targeting him also have advantage.

TRIVIA

- o Mr. Wizard is very clearly a powerful wizard, and not an extremely angry barbarian with a weighted siege club.
- o No one in their sound mind would suggest that.
- o And if someone did suggest that, they'd be bludgeoned to death with said weighted siege club.

ORC-A-COLA OROGS

DAMIA "DAME" ATLEA
ORC-A-COLA OROGS

Med. Humanoid (human), NG



"I'm here to knock down your tower, darling. Don't blink or you'll miss it!"

STR 13 (+1) **DEX** 18 (+4) **CON** 14 (+2) **INT** 9 (-1) **WIS** 14 (+2) **CHA** 14 (+2)
HP 22 **AC** 17 **Speed** 30 ft.

Player Statistics

Skills Stealth +6, Surv. +4 **Challenge** 1 (200 XP)

Attacks

Siege Bat +6 to hit — 8 (1d8 + 4) b. damage

Special

Showman (3/Day) Damia can reroll an attack roll or ability check.

Sprinter Damia can take the Dash action or Follow action as a bonus action.

TRIVIA

- o Damia is easy to recognize: she's the only professional siegeball player to wear red lipstick every game.
- o Damia's deal with Orc-a-Cola is exclusive and her likeness is used in advertisements everywhere.

"SCALE'S" DORVAMIR
ORC-A-COLA OROGS

Med. Humanoid (dragonborn), CN



"I'd break your neck if it weren't for the sponsor. Still might if you keep it up."

STR 17 (+3) **DEX** 8 (-1) **CON** 13 (+1) **INT** 10 (+0) **WIS** 12 (+1) **CHA** 15 (+2)
HP 20 **AC** 18 **Speed** 30 ft.

Player Statistics

Skills Ath. +5, Persu. +4 **Challenge** 1 (200 XP)

Attacks

Siege Club +7 to hit — 14 (1d12 + 1d8 + 3) b. damage

Special

Blocker Dorvamir can take the Block action as a bonus action.

Showman (3/Day) Dorvamir can reroll an attack roll or ability check.

Strong Arm Dorvamir adds 1d8 to damage rolls with his melee weapon attacks (included in the attack).

TRIVIA

- o Dorvamir is a dragonborn with red and black scales
- o Dorvamir has been to prison several times for allegedly acting as a thieves' guild enforcer



YHAG "CRUSHER" BARGUUL

Med. Humanoid (orc), CE

PINKSKINS



"Of course I hit him! He told me they didn't make siegeball clubs bigger than this one."

STR 16 (+3) **DEX** 12 (+1) **CON** 16 (+3) **INT** 7 (-2) **WIS** 11 (+0) **CHA** 10 (+0)
HP 15 **AC** 13 **Speed** 30 ft.

Player Statistics
Skills Intim. +2
Senses darkvision 60 ft. **Challenge** 1/2 (100 XP)

Attacks
Siege Club +7 to hit — 9 (1d12 + 3) b. damage

Special
Massive Hit (1/Day). Yhag deals maximum damage with a damage roll.
Sprinter. Yhag can the Dash action or Follow action as a bonus action.
Striker. Yhag has a +2 bonus on attacks against siegeballs (included in the attack)

TRIVIA
 o Yhag collects siegeball memorabilia. And stamps.

HOG BOGLIN

Med. Humanoid (hobgoblin), LE

PINKSKINS



"You know, not enough people know the difference between a goblin and a hobgoblin."

STR 13 (+1) **DEX** 12 (+1) **CON** 12 (+1) **INT** 10 (+0) **WIS** 10 (+0) **CHA** 9 (-1)
HP 11 **AC** 18 **Speed** 30 ft.

Player Statistics
Senses darkvision 60 ft. **Challenge** 1/2 (100 XP)

Attacks
Siege Club +3 to hit — 14 (1d12 + 2d6 + 1) b. damage

Special
Martial Advantage (1/Turn) Hog adds 7 (2d6) on a melee weapon attack (included in the attack).
Blocker Hog can take the block action as a bonus action.

TRIVIA
 o Hog is very clearly a hobgoblin, but wears a human or an orc disguise anyway.
 o Hog doesn't understand sarcasm. Or idioms.
 o Hog was one of the original members of the Pinkskins, and actually drew the logo by hand using crayons.

PINKSKINS

"BUG"

Med. Humanoid (bugbear), CE

PINKSKINS



"It's just 'Bug'. Yeah, that's my whole name. What's the matter with that?"

STR 15 (+2) **DEX** 14 (+2) **CON** 13 (+1) **INT** 8 (-1) **WIS** 11 (+0) **CHA** 9 (-1)
HP 27 **AC** 16 **Speed** 30 ft.

Player Statistics
Skills Stealth +6, Surv. +2
Senses darkvision 60 ft. **Challenge** 1 (200 XP)

Attacks
Siege Bat +4 to hit — 11 (2d8 + 2) b. damage

Special
Brute. A melee weapon deals one extra die of its damage when Bug hits with it (included in the attack).
Surprise Attack. If Bug surprises a creature and hits it with an attack on the first rounds of combat, it deals an extra 2d6 damage.

TRIVIA
 o It is not clear if Bug has ever taken a bath. The entire concept seems utterly foreign to him.

DWANE "THE BOULDER" JAMSON

Med. Humanoid (orc), CE

PINKSKINS



"Come see The Boulder's new stage play, *Tranmutationalists 7!*"

STR 16 (+3) **DEX** 12 (+1) **CON** 16 (+3) **INT** 7 (-2) **WIS** 11 (+0) **CHA** 10 (+0)
HP 15 **AC** 13 **Speed** 30 ft.

Player Statistics
Skills Intim. +2
Senses darkvision 60 ft. **Challenge** 1/2 (100 XP)

Attacks
Siege Club +7 to hit — 9 (1d12 + 3) b. damage

Special
Showman (3/Day) The Boulder can reroll an attack roll or ability check.
Sprinter. The Boulder can the Dash action or Follow action as a bonus action.
Striker. The Boulder has a +2 bonus on attacks against siegeballs (included in the attack)

TRIVIA
 o The Boulder has had a very successful career starring in stage plays during the off-season.
 o Though the Boulder looks muscular, it's mostly for show.

MAZOGA "CHIEF" SHARN

Med. Humanoid (orc chief), CE

PINKSKINS



"Hail to the chief, maggots. We have a game to win."

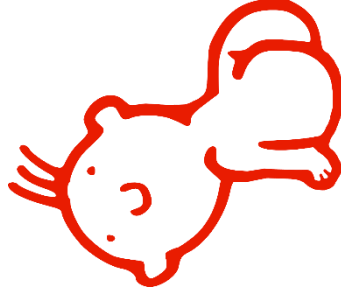
STR 18 (+4) **DEX** 12 (+1) **CON** 18 (+4) **INT** 11 (+0) **WIS** 11 (+0) **CHA** 16 (+3)
HP 93 **AC** 16 **Speed** 30 ft.

Player Statistics
Saving Throws Str +6, Con +6 **Darkvision** 60 ft. **Senses** Skills Ath. +6, Intim. +5 **Challenge** 4 (1,100 XP)

Attacks
Siege Club +6 to hit — 15 (1d12 + 1d8 + 4) b. damage
Multitack 2

Special
Fury Mazoga deals an extra 4 (1d8) when it hits with a melee weapon attack (included in the attack).
Star Player (1/Day) Mazoga can take two actions and move double her movement speed on her turn.
Warcry (1/Day) As an action, Mazoga gives her allies advantage on attack rolls until the start of her next turn.

TRIVIA
 o Mazoga is an orc war chief with a fanatical following.



APPENDIX: GAME TWISTS

Arena owners love dramatic, dangerous games that draw in large crowds and immense profits. Seedier arenas hardly ever play conventional siegeball, provided that they can keep coming up more popular and perilous variants.

Players, for their part, mostly tolerate these special big-headline games, since they also typically pay more for participation. You can pick from or roll on the following table (adding in a suitably exciting name like "Multiball Madness" or "Tortoise Tower Terror!") to further spice up your siegeball campaign:

d20 Game Twists

- 1 Some violent madman has adorned the walls and towers of this arena with sawblades and short spikes. The ball is too heavy to be affected by them, but if a player contacts the walls or towers, they take 1d6 piercing damage and 1d6 slashing damage.
- 2 Chained to a sturdy post in the center of the arena is a full-sized ogre. The ogre can move up to 5 feet from the post and is completely uninterested in the ball; its only concern is squashing players. Both teams are given explicit orders not to kill the beast; it's more expensive to catch ogres than it is to replace siegeball players.
- 3 Magical sigils of acceleration adorn carefully-selected locations in this arena. Whenever the ball moves across one of these sigils, it gains 2 momentum points. In other places, sigils of leaping have been placed. Whenever a creature moves over one of these sigils, they can leap up to 20 feet into the air, landing harmlessly.
- 4 Four random locations on the field contain difficult to spot magical traps. When a creature steps into a space containing a magic trap, they take 2d6 force damage as they are blasted into the air, landing prone.
- 5 For this game, the arena has been converted into a lethal mix of a siegeball game and a fireworks show for the audience. A vast number of randomly-positioned mortars (or one specially enchanted one) has been arranged in the center of the field to rain large fireworks onto the field at random. At the beginning of each round, 1d10 mortars launch fireworks into the air above positions randomly determined by the GM. At the beginning of the next round, these mortars fall and new ones launch. Roll 1d4 for each firework in the air; on a 4, the firework detonates harmlessly in the air. Every other firework lands in its predetermined space on the ground, exploding with a brilliant display of color in 15-foot radius. Each creature within the radius of an explosion must make a DC 14 Dexterity saving throw or take 4d6 fire damage. Your team has been given fire-retardant gear and earplugs to mitigate the damage and soften the deafening explosions.
- 6 Though neither team is made aware of the changes beforehand, the arena is dotted with solid barriers rendered completely invisible through illusion magic. Players will likely first become aware of this when someone runs headlong into an invisible wall. The crowd finds this hilarious.
- 7 To begin the game, two balls (one red, one blue) are placed at the center of the arena. Teams are allowed to select one additional player prior to the start of the game. However, both balls are enchanted to periodically release a burst of magical force. At the start of each round, one ball bursts, and each creature within 5 feet of it must make a DC 16 Dexterity saving throw or take 3d6 force damage, or half as much on a successful save. The balls alternate burst cycles.
- 8 The arena's owner has enlisted the help of a necromancer to include a war chariot, manned by a skeleton charioteer. This chariot takes its own turn in initiative to make wide, sweeping passes at the ball, knocking the it indiscriminately around the field (aiming for no objective in particular), and running over any player near it.
- 9 To celebrate the holiday season, a field of magically-conjured snow blankets the field. The ball collects this snow as it moves, growing into an ever-increasing snowball: keep track of the number of momentum points the ball loses by moving; the next time it hits an obstacle, player, or tower, it deals that amount of additional damage upon collision.
- 10 A trio of imps, named the Little Horns, invisibly lurk around the field, interfering with the game to



their own agenda. The Advocates win the game if neither tower has fallen at the end of a fixed duration. The imps have no qualms harming players for audience entertainment.

- 11 Audience members been given magical ballots which empower or disable players in the game. They constantly change their votes, causing the magical effects to swing from player to player. At the beginning of each round, the votes are tallied, and the player with the most votes is paralyzed until the beginning of its next turn and the player with the fewest is accelerated, as per the spell *haste*. The GM can decide how the votes are cast based upon showmanship and crowd favoritism, or can roll for it randomly.
 - 12 The ball has been replaced by a spiked, flaming ball. This is a spiked ball that deals an additional 1d8 fire damage to any creature hit by it.
 - 13 Both teams' towers are partially supported by a magical sand that drains away like an hourglass as the game progresses. At the beginning of each round, both towers take 2 damage each. Towers stop taking this damage when they have 10 or fewer hit points remaining.
 - 14 By some ludicrous magic, an animated stone statue of an armadillo has been created to act as the game's ball. Though it spends most of its time rolled into a ball to protect itself from both teams' relentless attacks, it rolls its own initiative (with a +0 bonus) and takes its own turn. On its turn, it moves 20 feet away from all the players. If it is hit while running, it rolls back into a ball.
 - 15 A powerful illusionist, who delights in nothing more than putting on a spectacular show, controls dozens of illusions in the arena throughout the course of the game. This includes illusory obstacles and illusory players, though to further complicate matters, some new (real) obstacles have been placed in the arena and, once per turn, the illusionist can cause an illusory player to become semi-real to attack the ball as a normal player.
 - 16 The ball has been replaced with a large, hollow iron sphere of approximately the same weight.
- Additionally, 5 rust monsters are released into the arena to chase after and consume the ball. If the ball is corroded 5 times by the rust monsters' antennae, it collapses into rust and the game ends in a loss for both teams. Players are ordered not to slay the monsters.
- 17 A line of animated statues brandishing massive tower shields stand shoulder-to-shoulder and line the outermost wall of the arena. At the beginning of each round, the statues step 5 feet forward, gradually squeezing the arena into a narrow hallway.
 - 18 Each team is permitted a single archer that must perch atop their tower. This archer is not permitted to fire at the opposing team's tower, but may fire at players and even the ball. Whenever a tower is hit, the archer must make a Dexterity save (DC equals 8 + the damage taken by the tower) or be knocked off the tower. The archer must spend their next action climbing back up the tower or to retire.
 - 19 Each team's tower is built atop the backs of an extremely large tortoise, which moves 5 feet in a random direction at the beginning of each round. A player can use its action to coax a giant tortoise to move in a particular direction, but if a tortoise takes any damage, it retreats into its shell and remains motionless for 2 turns.
 - 20 This annual game, called the Superb-Owl, has some of the greatest pomp and circumstance (and some of the most elaborate halftime shows) of any siegeball game. The game itself involves 4 trained owlbears which join each team in the game. Traditionally, one team wears owl masks, and the other wears bear masks. The owlbears will not attack one another, but will maul players on the enemy team.



PRODUCERS

Ashran
Firebrand
Tyren Chessor
Star-Lord
Wright
Jesse Ott
Ryan Russell
S L Hall
Jack Missler
Joseph Blanc
John Hoffman
Fabhar
Grand Moff Xela
Ryan
Heckathorn
Dannika Aikens
TheNthMaou
Goobs
Evan Johnson
DoubtfulDouglas
Darion Nutter
Daniel Smith
Izaac Ward
Skye C Rider

Evan Volkert
Ken Beimler
Justin Forkner
Rasmi
Antonio Garcia
Stephen Grote
Tom Clark
wanderer
Mark Thompson
Derek Miranda
George Tolley
Joel Grote
RUNEHAMME
R
Julien Therrien
Patrick Wheaton
Patrick Rooney
TrondKF
SixAughtFive
Zachary
Calderone
Justin Jönsson
Mike Litkewitsch

The Mage
Armory
The Palm of
Vecna
Sasquatch
Aidan Sandlant
James Belin
LeBallisticPoet
bolthawk
M. Maxwell
Matuszak
Brandon Martin
tyrell hayward
Kura Tenshi
Alexander
Garcia
Ariel Drissman
brandon johnson
Data Frag
JA
Wyrn_f00d
Charles Koeppel
Flynn Patrick
Harne

Robert Field
Dreydon Barber
Drew Hayes
Pandric
Daniel
Lamoureux
Matthew Atkins
LeoSaysNO
Joshua Cates
Garrett Lloyd
Joe Shine
Eddie Freeman
Spencer Houston
Guðmundur
Guðmundsson
Kurt C Yost
Zackary D
Szechenyi
Wes Decker
Shadistro
Patrick van der
Linde
Patrick Jackson

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