

MURDERBOWL

CORE EDITION



 HUMPERDINK'S
WARES

Compete for the Crown in this Game of
Smashing, Sprinting, and Passing
A Simple 5th-Edition Ruleset

CREDITS

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ROLL20 & FOUNDRY

Do you use Roll20 or Foundry? This adventure will be available on both platforms! For the Roll20 version check out the Humperdink's Loot Tavern Roll20 page at: <https://marketplace.roll20.net/browse/publisher/1616/>



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MORE AVAILABLE!

The patron-exclusive **bonus edition** contains:

- Creature tokens
- Advanced player actions like jink, read, and playbook.
- Rules for **playing dirty**.
- Environmental & crowd effects.
- Gamemode variants: bruisebowl, arenabowl, and souperbowl.
- ‘Star Player’ adventure hooks and stat blocks: **Ronald Rump** and **Baron Dodgers**.
- Additional free agents: tackler, berserker, and bulwark.
- New team: **Bloodsmith Bowlers**.
- Three more Murderbowl feats!

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INTRODUCTION

Murderbowl is a supplement for 5th edition intended for **any number** of players of **any level**. Winning a Murderbowl match provides enough experience to progress one fifth of the way to the next level, while losing provides half the progression. Murderbowl provides a refreshing take on combat, mixing familiar mechanics with an ulterior goal – scoring!

Murderbowl can be played as a standalone game or wrought into your campaign using one of the adventure hooks below. Before running a game, send your players the basic rules – available for free on [Humperdink's Wares](#) – so they can look over the new player actions.

Free Core Edition. This version of the Murderbowl game is given freely, I encourage you to send folks our way to download it! The patron-only **bonus edition** has lots of extras. There's **advanced rules** that add modular mechanics, playing dirty, environmental/crowd effects, and variants like bruisebowl, arenabowl, and souperbowl. There's the 'Star Player' adventure hooks, along with three star players. There's extra free agents, a whole new team – the Bloodsmith Bowlers – and more Murderbowl feats.

BACKGROUND

Murderbowl is a ball game not dissimilar to rugby and american football. It is a simple game, functioning just like combat in 5e. Beyond the rules of the sport (of which there are few), this supplement introduces a few additional actions to help facilitate moving the ball and tackling ball carriers. Using cunning, communication,

and brute force, a team must move a ball, also known as a *murderball*, from one side of the pitch to the other, injuring as many opponents as possible in the process.

Below is a quick summary of how the game works:

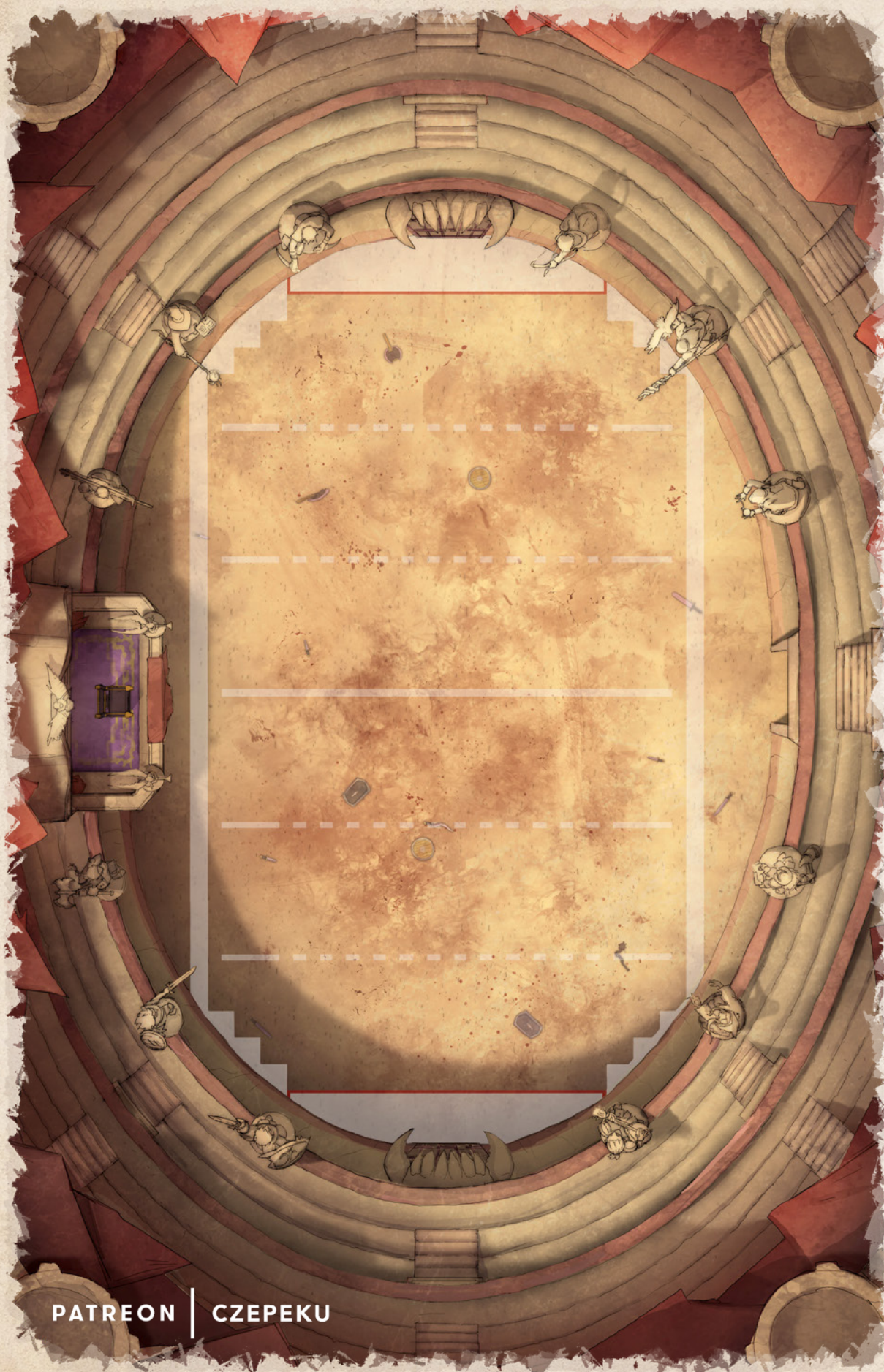
- A team scores a point if one of its players is in possession of the ball in the opponent's end zone.
- The team with the most points when the time elapses wins the match.
- A match lasts 2 minutes (two 1-minute halves separated by a short rest).
- The game clock pauses when a team scores.
- You can attack the ball carrier (but not anyone else).
- You can tackle anyone, at any time.
- Each team has **one designated spell caster**.
- Flying, levitating, or burrowing while in possession of the ball is a foul.
- There are new Murderbowl-specific actions.

Contents. In this document, you'll find basic rules (page 4) and advanced rules (page 6). The basic rules provide all you need to play a game of Murderbowl, including fouls and new player actions (page 7). In player options (page 18) you'll find loads of ways to specialise a character's role on the field. These can be expanded into full feats, usable in any 5e game.

ADVENTURE HOOKS

Murderbowl can add a unique twist to a long-running campaign. Below are suggested quests and plot hooks that you can use give your characters a reason to play.





MAP A. COLOSSEUM BY CZE & PEKU.

ZONE WITH RED BORDER IS THE 'END-ZONE', WHITE LINES ARE OUT IF BUND

25 FEET

Reward. In all cases, the recommended pot on offer for winning the tournament is a thousand times the party's average player level (APL) in gold. In a tournament with multiple rounds, offer half this amount for 2nd place, and one fifth of the amount for 3rd place.

THE MAGIC ITEM

This quest revolves around retrieving a magic item. The twist? The magic item is given to the winner of the annual Decapi Cup; theirs to use for a year. In all cases, the quest giver has a means of getting their team, the player characters, into the tournament. Here's some reason why:

- **Sinister Subterfuge.** The item is a magical crown of the dominated; a creature who wears the crown can be controlled by the creature that wears the tiara of command. The Investor, a clandestine figure, has acquired this tiara. They hope to win the crown in order to make a gift of it to a local ruler whom they can then control. The Investor has many contacts and can provide key info a party needs for another quest as a reward.
- **National Pride.** The Golden Gate Patriots have been brought low by sabotage; their prime thrower has the plague, their catcher lost his thumbs, and the rest of the team have worms. The only possible culprit is their rival, the Vorpall Vixens, a team beholden to their dark elf queen who plans to use the item in an upcoming war. The cantankerous mayor, Merry Goldenbeard, offers to bankroll the party's training and double the tournament winnings.
- **Arcane Musings.** Fumblemore the wizard (N archmage) wishes to study the magic item. To help the party progress, he offers the party one magic item from his specially-selected Murderbowl stock. In return for the tournament's trophy item, he will give two more magic items. See the table below for the items on offer.

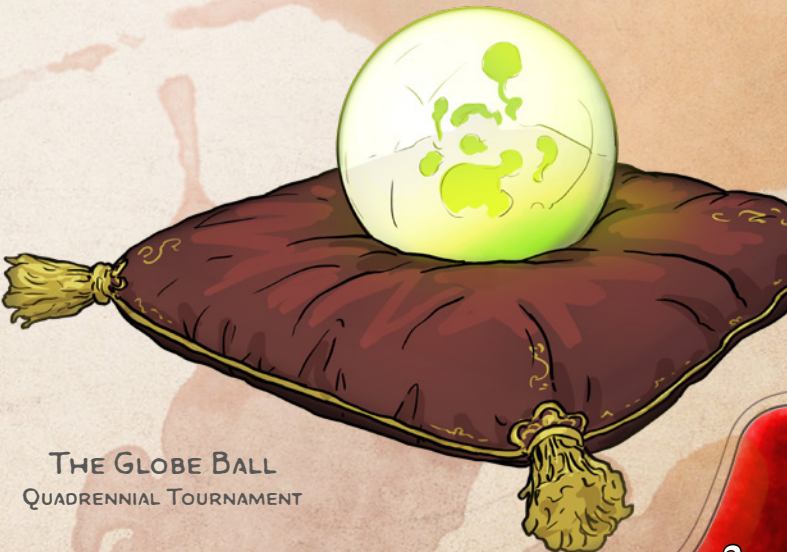
Player Level	Items
0 - 4	+1 weapon, +1 wand of the war mage, boots of striding and springing, gauntlets of ogre power, wind fan
5 - 10	+2 weapon, mace of terror*, +1 armor, +1 shield, belt of hill giant strength, mantle of spell resistance, rope of entanglement
11+	+3 weapon, frost brand*, flame tongue*, +2 armor, dwarven plate, +2 shield, belt of stone giant strength, ring of telekinesis

*These enchantments can be applied to any melee weapon.

THE ARTHROFIST
DERBY BETWEEN DUCAL
DESERTERS AND
BLOODSMITH BOWLERS



THE DECAPI CUP
ANNUAL COMPETITION



THE GLOBE BALL
QUADRENNIAL TOURNAMENT

BASIC RULES

The team with the most points at the end of the game wins. A team scores a point when one of its team members is in possession of the ball in the opposition's end zone.

Coin Toss. The home team chooses heads or tails on the coin toss. The winner of the toss decides whether they wish to kick off or receive for the first half. The loser of the toss decides which direction they will play in the first half.

Duration. A game is incredibly short; it consists of two one-minute halves (10 combat rounds) separated by a period long enough to allow each team to benefit from a short rest. For this reason, it's common practice to have ten or more games scheduled in the same place on the same day. Each match plays its first half one after the other, rests, and then plays its second half one after the other.

The Pitch. A Murderbowl pitch measures approximately 150 feet long by 90 feet wide, with a 10 to 20-foot end zone at either end. In converted colosseums it is oval, with a narrower end-zone than the mid field.

Team Composition. A Murderbowl team typically consists of five or more players. To maximise player enjoyment when running larger groups, make a typical team consists of the same number of participants as you have players at your table; if you have 7 players, then that's how many players are on the pitch at the same time. If you have fewer than five players at your table, let your team hire free agents to fill out their roster (see page 9).

The makeup of a team depends on its tactic. Dexterous teams may have individuals specialised in throwing and catching. Tough teams may choose to train their players to shove and block. In all cases, each team can only have **one designated spellcaster**. A team can change which creature is designated as spellcaster at half time.

THE GAME

Play starts with a kick off and does not stop until a team scores or the half ends.

KICK OFF

A kick-off occurs at the start of each half as well as after a team scores. The team that is kicking off must designate a kicker. The kicker places the ball one third of the way from its end zone to its opposition's (typically 60 feet). When a team scores, play stops, the players reset their positions, and the scoring team kicks off. The ball can't be kicked until each team is on its own half of the pitch.

The Kicker. A kicker is able to kick a murderball a maximum distance of **five times its Strength score** in feet. If the ball scatters off the pitch directly after a kick off, or the ball doesn't cross the half-way line, a referee immediately throws a ball to any player of the receiving team's choice.

The Kick. To kick off, the kicker must choose a spot to aim for. The kicker then makes a **DC 15 Dexterity (Athletics)** check. If the kicker's check is successful, the ball lands in the designated spot. If the check is



a failure, the ball scatters a number of feet equal to the difference between the DC and the kicker's result (minimum 5 feet). Roll a **d8** and consult the scatter table to determine the direction.

SCATTER TABLE

d8	Direction
1	north
2	north-east
3	east
4	south-east
5	south
6	south-west
7	west
8	north-west

Dispel Magic. When the ball is kicked, a wave of antimagic suffuses the pitch, dispelling all spells that may be affecting players.

GAME TIME

After the ball is kicked, roll initiative. Then treat the game like a normal combat, using characters' normal actions, as well as the actions described in the Murderbowl Player Actions section (page 7). The game stops only if a team scores. In the first round after a kick-off, treat every creature as having taken the Dodge action (see page 7) until the start of its first turn.

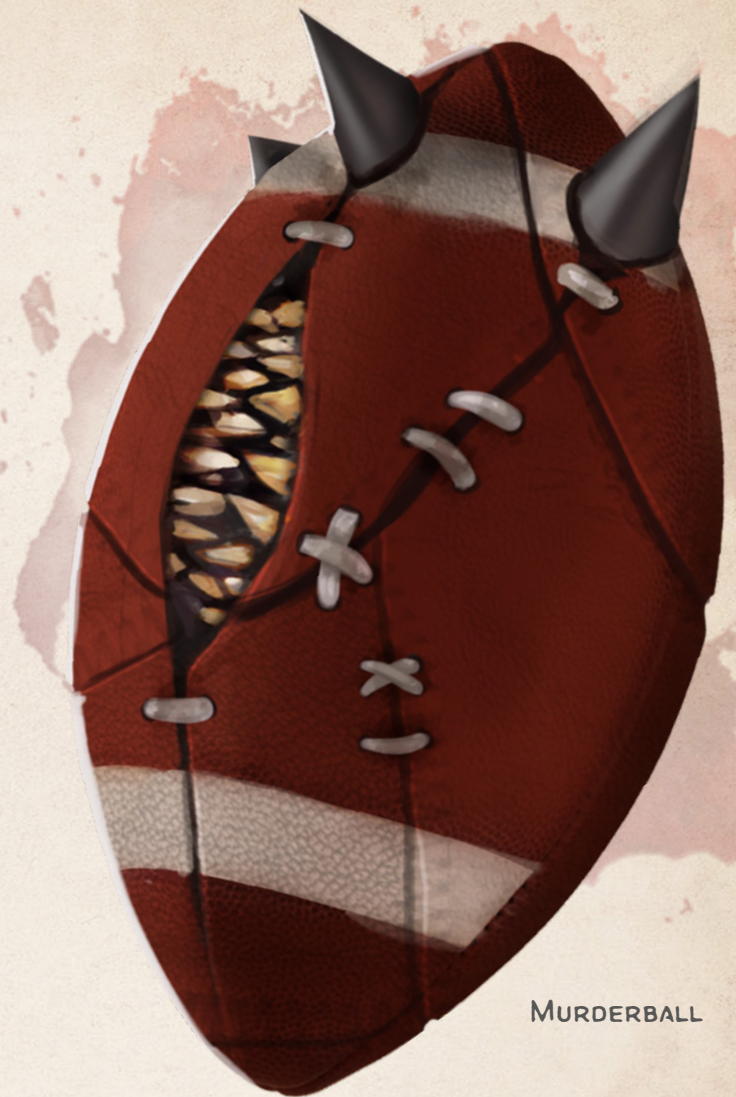
Picking Up The Ball. The ball is heavy and unwieldy.

A creature must be within 1 foot of the ball and use a bonus action or action to pick it up. A creature needs a free hand to pick up and carry the ball.

Throwing the Ball. A creature can run or throw the ball to move it. A creature can throw a ball a maximum distance of **five times its Strength score** to a creature it can see (the 'receiver'). A player with the ball can make a Throw check (a **Dexterity (Athletics)** check) to throw the ball to another creature. The DC equals half the distance in feet to the receiver. If the thrower succeeds on the check and the receiver isn't incapacitated, the receiver catches the ball.

Catching the Ball. If the Thrower doesn't meet the DC, the receiver can use its reaction to make a Catch check, adding the result to the Thrower's check. If the combined total meets or exceeds the DC, the ball is caught by the catcher! If the combined result of the throw and catch rolls are lower than the DC, the ball scatters (roll a d8 and consult the scatter table, above).

Tackled. It is a foul to be in possession of the murderball while you are prone. A player that is



MURDERBALL

knocked prone while holding the ball must release the ball or be sent to the sin bin (see 'Fouls' on page 6). The ball then scatters 5 feet in a random direction. Roll a d8 and consult the random direction table above.

Free-throws. If a player intentionally moves out of the field of play whilst in possession of the ball, or the ball scatters out of the field of play for whatever reason, the result is a free-throw for the team that did not touch the ball last. The ball remains **5 feet** off the field of play until the team taking the free-throw throws it back into the field of play. Taking more than 2 turns to make a free-throw after the ball goes out of play is generally a sin bin offence (see 'Fouls' on page 6).

Half Time. At the end of the 10th round, play stops and each team gets the benefits of a short rest. The teams switch attacking directions for the second half. At the start of the second half, the team that received the ball in the first half kicks off.

EXTRA INFORMATION

Enchanted Ball. A creature in possession of the *murderball* has the following features:

- It can't be charmed.
- It can't turn invisible.
- It can't teleport.

Tied Scores. In the event both teams have the same number of points at the end of the second half, then the result is a draw. Some competitions do not allow draws. In these cases, extra halves, each 30 seconds long (5 rounds), are played. If one team has more points than the other at the end of one of these extra halves, that team wins the match.

FOULS

There are two tiers of fouls in Murderbowl: **sin bins** and **ejections**. If a foul occurs and is spotted by a referee, the referee immediately blows its whistle and indicates the consequence to the player. A creature accused of a foul by a referee must use all its movement and available actions to exit the pitch as quickly as possible. If a creature is still on the pitch at the end of its following turn, the referee can award the opposing team a point (GM's discretion).

Sin Bin. A creature sent to the **sin bin** must spend **three full turns** off the field. They are at liberty to move around the pitch, and re-enter the game at any location on the 4th turn after they leave the pitch. They can't physically or magically interfere with any creature on the pitch (doing so results in an **ejection**), but can shout encouragement and advice. The following are examples of sin-binnable offences:

- Making a non-shove attack against a creature that is not in possession of the ball. (N.B. Tackles are not attacks).
- Damaging a player on the opposite team who doesn't have the ball.
- Purposefully moving off the field of play whilst in possession of the ball.
- Taking too long to take a free-throw.
- Touching a ball outside the field of play when it is not their team's free-throw.
- **Flying, levitating, or burrowing** with the ball.
- Being in possession of the ball while prone.

Ejection. Breaking some rules can get you ejected from the field of play for the rest of the half, leaving your team one member short. In some leagues, players are fined 100 gp for their first ejection, and 500 gp for their second. Richer teams take full advantage of this, insuring their players against ejection fines. Here are some ejectable offences:

- Being under the effect of any potion other than a healing one.
- Casting a spell if you are not the team's designated spellcaster.
- Casting a spell which damages persons other than the ball carrier.
- Attacking or casting a spell on the referee.

Arguing & Acting. As any good sportsman knows, avoiding fouls is as much about what actually occurred as how well you sell your side of the story. As an action, a creature accused of a foul can complain to the referee and make a **Charisma (Persuasion)** check known as an "It Was an Accident" check. For a **sin bin** foul, the **DC** is **15**, while for an **ejection** the **DC** is **21**. On a success, the creature is allowed back on the field of play.

PERSUADING THE REFEREE

Foul Type	Charisma (Persuasion) check DC
Sin-bin	15
Ejection	21

GM'S DISCRETION & VERSUS MATCHES

If playing 1-on-1, decide how any rulings that rely on GM's discretion will be handled before the match begins.



MURDERBOWL PLAYER ACTIONS

The following are either adaptations of existing 5e actions (such as Dodge and Tackle), or are new rules entirely (like Throw and Catch). They are presented alphabetically. Remember, Murderbowl doesn't get its name without good reason. You can always take the Attack action!

Block (action). The area around you becomes difficult terrain for any creatures you deem hostile. When a creature moves to a space within **5 feet** of you, you can use your reaction to make a Shove special melee attack.

Catch (reaction). As a reaction when you're the target of a failed Throw check, you can attempt a Catch. Make a **Dexterity (Sleight of Hand)** check and add the result to the thrower's Throw check. If the combined result of the Throw and Catch checks is equal to or greater than the DC, you catch the ball.

RULES REMINDER: SHOING.

Shoving is in the normal 5e rules; it is a special melee attack you can make to either knock a creature **prone** or push it **5 feet** away from you. When you take the Attack action, you can make as many shoves as you have attacks.

The target of your shove must be no more than one size larger than you and it must be within your reach. You make a **Strength (Athletics)** check contested by the target's **Strength (Athletics)** or **Dexterity (Acrobatics)** check (in Murderbowl, a creature can only choose to use **Dexterity (Acrobatics)** checks if it has taken the Dodge action on its previous turn). You succeed automatically if the target is incapacitated. If you succeed, you either knock the target **prone** or push it **5 feet** away from you.

Dodge (action). In addition to the normal benefits of the Dodge action, you can make **Dexterity (Acrobatics)** checks instead of **Strength (Athletics)** checks to avoid being shoved, tackled, or grappled until the start of your next turn. If you take this action while grappled, you can make one **Dexterity (Acrobatics)** check contested by each grapplers' **Strength (Athletics)**, ending a grapple on a success.

Tackle (action). Choose a creature within reach that is no more than 1 size larger than you. Make a **Strength (Athletics)** check contested by the creature's **Strength (Athletics)** (or **Dexterity (Acrobatics)** if the target has taken the Dodge action). Being tackled prompts a check to maintain concentration on a spell.

On a successful Tackle, you knock the target **prone** and it must make a **Constitution saving throw**. The **DC** for the save equals your Strength or Constitution score, whichever is higher. On a failed check, roll a **d8** on the injuries table below. All injuries can stack.

INJURIES TABLE

d8	Injury
1	KO'd. You are knocked unconscious for 1d4 turns. You are dizzy when you wake (see #4 below).
2	Fractured Arm. Until the end of the game your attacks (including shoves), Throw, and Catch actions are made with disadvantage .
3	Concussed. You are stunned until the end of your next turn.
4	Dizzy. Your speed is halved and you make all attacks and checks with disadvantage until the end of your next turn.
5	Tear. Your speed is reduced by 10 feet until the end of the half.
6	Sprain. Your speed is reduced by 5 feet until the end of the half.
7	Winded. Your speed is halved until the end of your next turn.
8	Lucky escape! You don't gain an injury.

Throw (action). A player with the ball can make a **Dexterity (Athletics)** check (a "Throw check") to throw the ball to another creature. The DC equals half the distance in feet to the target. A creature can throw a ball a maximum distance of **five times its Strength score** in feet.

A creature that takes the Throw action while a hostile creature is within **5 feet** of it does so with **disadvantage**. A creature with a feat that prevents the disadvantage imposed on ranged attack rolls while within 5 feet of a hostile creature (like the Crossbow Expert feat) ignores this disadvantage when making a Throw check.



TEAMS & PLAYERS

With enough skill (and, let's face it, money, healing potions don't grow on trees), a pub team can make it all the way up to the big leagues. Of course, a rich team owned by a shady foreign power will usually pluck any raw talent out of a rising team before this has a chance to happen.

The top teams stay top for a reason: loyalty can be purchased. Cities are full of players trying to make it onto one of the big teams, preferably before they break anything serious. The players described in the free agents section can be used to fill holes in a party's team, or to flesh out some of the more established teams like the Holy Avengers (page 12), Vorpall Vixens (page 15). The Bloodsmith Bowlers have their own unique players: berserkers and bulwarks (page 18).

DM TIP: BALANCING TEAMS

All stat blocks presented herein assume your players have a +2 proficiency bonus. If you're playing with higher level players, consider buffing the free agents and established teams with the following changes for each proficiency bonus increment your players have gained:

- Increase the proficiency bonus of the NPCs by +1.
- Increase the number of hit die by 2.
- Increase the number of uses of limited use features like Blitz and Runner.
- Increase the spellcaster level of the designated spellcaster by 2 and choose some new spells!



HOLY AVENGERS

FREE AGENTS

Free agents need to get paid. They expect both a wage (about 100 gp per match) and an equal split of the pot.

BLITZER

A speedster, the blitzer aims to shoot around blockers and get to the thrower. Whether this is before or after the ball is thrown doesn't matter to most blitzers, they just want to hit something.

BLITZER

Medium humanoid (any race), any alignment HW4

Armour Class 16 (breastplate)

Hit Points 52 (8d8 + 16)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Skills Acrobatics +4, Athletics +4

Senses passive Perception 10

Languages Common plus one other language

Challenge 3 (700 XP)

Blitz (2 Uses, Recharges on a Short Rest). The blitzer can take the Dash action as bonus action.

ACTIONS

Multiattack. The blitzer makes two attacks.

Handaxe. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d6 + 2) slashing damage.

MURDERBOWL ACTIONS

Block. The area around the blitzer becomes difficult terrain for creatures it is hostile towards until the start of its next turn. As a reaction when a creature moves to a space within 5 feet of the blitzer, the blitzer can make one Shove special melee attack against it.

Tackle. The blitzer attempts to tackle a creature within 5 feet of it. It has a +4 Strength (Athletics) modifier.

Throw. The blitzer throws a Murderball up to 70 feet to a creature he can see. It has a +4 Dexterity (Athletics) modifier.

REACTIONS

Catch. When the blitzer is the target of a throw that misses, it can make a Dexterity (Sleight of Hand) check (+2), adding the result to the thrower's Throw check.

BOWL MAGE

A bowl mage is the ultimate utility player. Not only can they fry a runaway player from 100 feet away with a sizzling lightning bolt, but they can boost their own players with spells like longstrider, enlarge, and haste.

BOWL MAGE

Medium humanoid (any race), any alignment HW4

Armour Class 12 (15 with mage armor)

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	16 (+3)	12 (+1)	11 (+0)

Skills Arcana +5, Athletics +2

Senses passive Perception 11

Languages Common plus three other languages

Challenge 4 (1,100 XP)

Play Maker. The mage adds its Intelligence modifier to its initiative rolls.

Spellcasting. The mage is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): fire bolt, mage hand, prestidigitation, shocking grasp

1st level (4 slots): longstrider, mage armor, magic missile, shield

2nd level (3 slots): enlarge/reduce, misty step

3rd level (3 slots): haste, lightning bolt, mireball*

*Spells from Humpdink's Wares; CConcentration Spells; bold: combat spells

ACTIONS

Dagger. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 2) piercing damage.

MURDERBOWL ACTIONS

Block. The area around the blitzer becomes difficult terrain for creatures it is hostile towards until the start of its next turn. As a reaction when a creature moves to a space within 5 feet of the blitzer, the mage can make one Shove special melee attack against it.

Tackle. The mage attempts to tackle a creature within 5 feet of it. It has a +2 Strength (Athletics) modifier.

Throw. The mage throws a Murderball up to 70 feet to a creature he can see. It has a +4 Dexterity (Athletics) modifier.

REACTIONS

Catch. When the mage is the target of a throw that misses, it can make a Dexterity (Sleight of Hand) check (+2), adding the result to the thrower's Throw check.



CATCHER

Safe hands is a must for teams that rely on throwing. The catcher combines sure mitts with the ability to dodge incoming tacklers while running full pelt.

CATCHER

Medium humanoid (any race), any alignment

HW4

Armour Class 15 (studded leather)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Skills Acrobatics +5, Sleight of Hand +5

Senses passive Perception 10

Languages Common plus one other language

Challenge 2 (450 XP)

Keen Hearing and Sight. The catcher has **advantage** on **Wisdom (Perception)** checks that rely on hearing or sight.

Runner (2 Uses, Recharges on a Short Rest). The catcher can take the Dodge action as bonus action.

ACTIONS

Multiattack. The catcher makes two attacks.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 5 (1d4 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. **Hit:** 6 (1d6 + 3) piercing damage.

MURDERBOWL ACTIONS

Block. The area around the catcher becomes difficult terrain for creatures it is hostile towards until the start of its next turn. As a reaction when a creature moves to a space within **5 feet** of the catcher, the catcher can make one Shove special melee attack against it.

Tackle. The catcher attempts to tackle a creature within **5 feet** of it. It has a **+1 Strength (Athletics)** modifier.

Throw. The catcher throws a Murderball up to **60 feet** to a creature it can see. It has a **+3 Dexterity (Athletics)** modifier.

REACTIONS

Catch. When the catcher is the target of a throw that misses, it can make a **Dexterity (Sleight of Hand)** check (+5), adding the result to the thrower's Throw check.

LINESMAN

Large and tough, the linesman is a defensive nuisance able to fend off multiple attackers while keeping the thrower safe. Linesmen in a cage formation provide an almost impregnable barrier against tacklers.

LINESMAN

Medium humanoid (any race), any alignment

HW4

Armour Class 17 (splint)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

Saves Con +5

Skills Athletics +5

Senses passive Perception 10

Languages Common plus one other language

Challenge 3 (700 XP)

Blocker. When the Linesman takes the Block action, the difficult terrain it creates costs **3 feet** of movement to move 1 foot. In addition, it gains a second reaction that can only be used to make Shove attack against a player who moves to a space within **5 feet** of the linesman.

ACTIONS

Multiattack. The linesman makes two melee attacks.

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. **Hit:** 7 (1d8 + 3) bludgeoning damage or 8 (1d10 + 3) bludgeoning damage if used with two hands.

MURDERBOWL ACTIONS

Block. The area around the linesman becomes difficult terrain for creatures it is hostile towards until the start of its next turn. As a reaction when a creature moves to a space within 5 feet of the linesman, the linesman can make one Shove special melee attack against it.

Tackle. The linesman attempts to tackle a creature within **5 feet** of it. It has a **+5 Strength (Athletics)** modifier.

Throw. The linesman throws a Murderball up to **80 feet** to a creature it can see. It has a **+3 Dexterity (Athletics)** modifier.

REACTIONS

Catch. When the linesman is the target of a throw that misses, it can make a **Dexterity (Sleight of Hand)** check (+1), adding the result to the thrower's Throw check.



THROWER

Some teams, such as the Bloodsmith Bowlers, opt to play without a thrower stating “those ejits can’t score if you don’t let go of the ball, can they laddie!?”. However, for teams that rely on speed and movement, being able to throw a ball can flip a game on its head when a battering ram of armoured dwarves is bearing down on you.

THROWER

Medium humanoid (any race), any alignment

HW4

Armour Class 16 (breastplate)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	12 (+1)	12 (+1)	10 (+0)

Skills Athletics +3, Insight +3, Perception +3

Senses passive Perception 13

Languages Common plus one other language

Challenge 3 (700 XP)

Perfect Technique. The maximum range the thrower can throw a ball is increased by **15 feet** (included in actions).

Thrower. Being within **5 feet** of a hostile creature doesn’t impose disadvantage on the thrower ranged attack rolls or Throw checks.

ACTIONS

Multiattack. The thrower makes two melee attacks.

Javelin (Melee). *Melee Weapon Attack:* +3 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 1) piercing damage.

Javelin (Ranged). *Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

MURDERBOWL ACTIONS

Block. The area around the thrower becomes difficult terrain for creatures it is hostile towards until the start of its next turn. As a reaction when a creature moves to a space within 5 feet of the thrower, the thrower can make one Shove special melee attack against it.

Tackle. The thrower attempts to tackle a creature within **5 feet** of it. It has a **+3 Strength (Athletics)** modifier.

Throw. The thrower throws a Murderball up to **80 feet** to a creature it can see. It has a **+5 Dexterity (Athletics)** modifier.

REACTIONS

Catch. When the thrower is the target of a throw that misses, it can make a **Dexterity (Sleight of Hand)** check (+3), adding the result to the thrower’s Throw check.

VORPAL VIXENS

HOLY AVENGERS

"Do not cheat. Do not break. Do not falter."

- Motto of the Holy Avengers

Lawful to a fault, the Holy Avengers brook no deviation from the rules as written. A referee that makes a questionable decision can expect a strongly-worded letter from the archdeacon of the temple to Veritus, the god of truth. With the best post-match clerics in the business, Tam Brody, their start thrower, is still looking sharp well into his second century.

Veritus' Blessing. Once per tournament, Veritus sees fit to meddle in the affairs of mortals, *blessing* the entire team for an entire half. At least, that's what the archdeacon *says* happens. The players know not to question a gifthorse in its shiney, white, blessed gnashers.

Strong and Stolid. Behind the muscular elf Micah, known to fans as "The Wall", Tam Brody unleashes volleys of last-second throws, dropping them into the waiting hands of whichever receiver the Avengers hire that day. In defence, Oron "Lightning" Dunald uses his speed and size to blitz past players before dodging his way over the end zone. A bowl mage, usually Fumblemore's brother, Fumbleless, accompanies the team.

MICAH O'ER
"THE WALL"

MICAH "THE WALL" O'ER

This muscular elf bucks trends with his appearance, halting any who threaten his thrower. In his game-day golden plate mail, he shines like a lighthouse, warding away unwary blitzers.

MICAH "THE WALL" O'ER

Medium humanoid (elf), lawful good

HW4

Armour Class 20 (plate + shield)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	10 (+0)	12 (+1)	10 (+0)

Saves Con +6

Skills Athletics +6

Senses passive Perception 10

Languages Common, Dwarvish

Challenge 3 (700 XP)

Blocker. When Micah takes the Block action, the difficult terrain he creates costs **3 feet** of movement to move 1 foot. In addition, she gains a second reaction that can only be used to make Shove attack against a player who moves to a space within **5 feet** of him.

ACTIONS

Multiattack. Micah makes two attacks.

Shield Bash. *Melee Weapon Attack:* **+6** to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage. The creature must succeed on a **DC 14 Strength saving throw** or be knocked prone.

MURDERBOWL ACTIONS

Block. The area around Micah becomes difficult terrain for creatures he is hostile towards until the start of his next turn. As a reaction when a creature moves to a space within **5 feet** of Micah, he can make one Shove special melee attack against it.

Tackle. Micah attempts to tackle a creature within **5 feet** of him. He has a **+6 Strength (Athletics)** modifier.

Throw. Micah throws a Murderball up to **90 feet** to a creature he can see. He has a **+3 Dexterity (Athletics)** modifier.

REACTIONS

Catch. When Micah is the target of a throw that misses, he can make a **Dexterity (Sleight of Hand)** check (+1), adding the result to the thrower's Throw check.

"You can round me, you can go under me, you can go over me, but can't go through me."

- The Wall



ORON “LIGHTNING” DUNALD

Whether named after her dragon-like breath or her quick reflexes, “Lightning” Dunald is a weapon on the field. A solid asset in attack or defence, Lightning moves with the grace of a dancer – a dancer who just heard theirs an opening in a local troupe if they move fast.

ORON “LIGHTNING” DUNALD

Medium humanoid (dragonborn), lawful good

HW4

Armour Class 17 (half plate)

Hit Points 60 (8d8 + 24)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	10 (+0)	12 (+1)	10 (+0)

Skills Athletics +5, Acrobatics +5

Senses passive Perception 11

Damage Resistances fire

Languages Common, Draconic

Challenge 3 (700 XP)

Blitz (2 Uses, Recharges on a Short Rest). Oron can take the Dash action as bonus action.

Runner (2 Uses, Recharges on a Short Rest). Oron can take the Dodge action as bonus action.

ACTIONS

Multiattack. Oron makes two attacks.

Flail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Breath Weapon. Each creature in a **5-foot-wide, 30-foot-long line** must make a **DC 13 Constitution saving throw**, taking 7 (2d6) lightning damage on a failure, or half as much damage on success.

MURDERBOWL ACTIONS

Block. The area around Oron becomes difficult terrain for creatures she is hostile towards until the start of her next turn. As a reaction when a creature moves to a space within **5 feet** of Oron, she can make one Shove special melee attack against it.

Tackle. Oron attempts to tackle a creature within **5 feet** of her. She has a **+5 Strength (Athletics)** modifier.

Throw. Oron throws a Murderball up to **80 feet** to a creature she can see. He has a **+5 Dexterity (Athletics)** modifier.

REACTIONS

Catch. When Oron is the target of a throw that misses, she can make a **Dexterity (Sleight of Hand)** check (+3), adding the result to the thrower's Throw check.

DM TIP: EXPANDING THE AVENGERS

Though the Holy Avengers boast three star players, they still need a full roster. You can add the following free agents depending on how many players there are in a team in your world.

Team Size	Additional Players
5	Catcher & Bowl Mage
6	Linesman
7	Tackler
8	Catcher
9	Tackler

ORON DONALD
“LIGHTNING”



“If you can’t keep up you’ll
miss the end of my qu-”

- Lightning

TAM BRODY

Tam brody's youthful visage belies a wealth of experience. Though well into his second century, Tam has the reflexes of a gnome barely a hundred years old. After almost a century leading the Holy Avengers alongside Bull Bullychick, the Avengers' minotaur coach, the betting odds are almost always in Tam's favour.

Leader, Thrower. Like all great generals, Tam leads from the back. That's not to say he's a coward; the injuries he sustains are almost always due to his last-man tackles on runners twice his size. It's merely testament to his powerful arm and stunning technique that he can lob the weighty Murderball almost 100 feet. But Tam's words are his real weapon; with a little encouragement, players on his team can perform the most incredible feats, a phenomenon known as the "Tam Effect".

Bull Bullychick. A minotaur's propensity for memorizing labyrinths translates surprisingly well into memorising playbooks. With ten decades of plays etched into the maze of his mind, Bull is an offensive genius, rivalled only by the enigmatic 'Ranger'.

TAM
BRODY



TAM BRODY

Small humanoid (gnome), lawful good

HW4

Armour Class 17 (half plate)

Hit Points 45 (10d6 + 10)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	13 (+1)	14 (+2)	10 (+0)	15 (+3)

Skills Acrobatics +6, Athletics +4, Perception +2, Sleight of Hand +6

Senses passive Perception 10

Languages Common, Gnomish

Challenge 2 (450 XP)

Gnome Cunning. Tam has **advantage** on all **Intelligence**, **Wisdom** and **Charisma saving throws** against magic.

Inspiration (3/Day). As a bonus action, Tam can inspire one creature friendly to Tam that is within **60 feet** of him and can hear him. That creature gains on inspiration die, a **d6**. Once within the next **minute**, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Inspiration.

Perfect Technique. The maximum range Tam can throw a ball is increased by **15 feet** (included in actions).

Thrower. Being within **5 feet** of a hostile creature doesn't impose disadvantage on Tam's ranged attack rolls or Throw checks.

ACTIONS

Multiattack. Tam makes two attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 4) piercing damage.

MURDERBOWL ACTIONS

Block. The area around Tam becomes difficult terrain for creatures he is hostile towards until the start of his next turn. As a reaction when a creature moves to a space within **5 feet** of Tam, he can make one Shove special melee attack against it.

Tackle. Tam attempts to tackle a creature within **5 feet** of him. He has a **+4 Strength (Athletics)** modifier.

Throw. Tam throws a Murderball up to **90 feet** to a creature he can see. He has a **+6 Dexterity (Athletics)** modifier.

REACTIONS

Catch. When Tam is the target of a throw that misses, he can make a **Dexterity (Sleight of Hand)** check (+6), adding the result to the thrower's Throw check.

Quick Throw. When Tam is the target of a Tackle, but before the Tackle is made, he can Throw the Murderball up to **60 feet** to a creature he can see. He makes a **Dexterity (Athletics)** check (+6) with **disadvantage**.

"They don't cut diamonds as big as they do rocks. And you can't revivify someone with rocks."

- Tam Brody

VORPAL VIXENS

"Flit Like a Bat, Sting like a Bea."

- Motto of the Vorpal Vixens

A relatively new arrival to the Murderbowl scene, this all female team is sponsored by the queen of the drow. Part of the queen's 'cultural integration initiative', the Vixens have been raising eyebrows and the death toll with their perfectly legal use of poisons.

Quick and Snappy. The Vixens favour a fluid game of Murderbowl. Bea uses her speed and acrobatics to remain free of tacklers, Dash bounces around the mid-field like a wrecking ball, and Hobbalob – an unlikely signing – dashes downfield to receive Bea's astronomical throws. With the surest hands in the league, Hobbalob catches almost anything thrown her way.

Queens' Gift. Once per tournament the queen sees fit to commission her assassins to drop a little torpor poison into the oppositions half time refreshments. It's not lethal so there's really nothing to whine about.

BEA "THE STING" DREWS

Cousin to the queen, Bea hangs onto the ball, avoiding danger until she can make a scoring throw. Nepotism plays no part in her appointment; she is a skilled player who seeks every advantage on the pitch.

BEA "THE STING" DREWS

Medium humanoid (drow), neutral

HW4

Armour Class 16 (studded leather)

Hit Points 45 (7d8 + 14)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	14 (+2)	10 (+0)	14 (+2)	10 (+0)

Skills Athletics +3, Acrobatics +6, Sleight of Hand +6

Senses passive Perception 11

Languages Common, Elvish, Undercommon

Challenge 3 (700 XP)

Runner (2 Uses, Recharges on a Short Rest). Bea can take the Dodge action as bonus action.

Perfect Technique. The maximum range Bea can throw a ball is increased by **15 feet** (included in actions).

ACTIONS

Multiattack. Bea makes two attacks.

Dagger. Melee or Ranged Weapon Attack: **+6** to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 6 (1d4 + 4) piercing damage plus 7 (2d6) poison damage.

MURDERBOWL ACTIONS

Block. The area around Bea becomes difficult terrain for creatures she is hostile towards until the start of her next turn. As a reaction when a creature moves to a space within **5 feet** of Bea, she can make one Shove special melee attack against it.

Tackle. Bea attempts to tackle a creature within **5 feet** of her. She has a **+3 Strength (Athletics)** modifier.

Throw. Bea throws a Murderball up to **80 feet** to a creature she can see. She has a **+6 Dexterity (Athletics)** modifier.

REACTIONS

Catch. When Bea is the target of a throw that misses, she can make a **Dexterity (Sleight of Hand)** check (+6), adding the result to the thrower's Throw check.

Quick Throw. When Bea is the target of a Tackle, but before the Tackle is made, she can Throw the Murderball up to **50 feet** to a creature she can see. She makes a **Dexterity (Athletics)** check (+6) with **disadvantage**.

BEA DREWS
"THE STING"



"Stab you once, shame on you. Stab you twice, shame on me. Should only take one stab"

- The Sting

HOBBALOB SLINGIT

It is not unkind to say that Hobbalob is atypical for a Murderbowl player. Undersized, with a frail physique, and without even the most rudimentary athletic ability, this Kobold could easily be mistaken for one of Murderbowl's many young fans. However, Hob does not. Drop. Balls. Something about her draconic treasure-hoarding ancestry manifests in the inability to let things go.

Kobold Integration. Hob's appointment to the Vixens is also a shrewd political maneuver by the queen. Dark elves' aloofness and the recent cessation of 'people-trafficking' within the Drow empire has left them with a derth of unskilled labour. Hobbalob has become a mascot of drow-kobold integration and is heralded amongst kobolds as a 'real dragon'. In reality, she is a humble pickpocket who got lucky after being caught with her hands in the wrong, royal robes.

HOBBALOB SLINGIT



DM TIP: EXPANDING THE VIXENS

You can add the following free agents to the Vorpall Vixens.

Team Size	Additional Players
5	Catcher & Bowl Mage
6	Catcher
7	Blitzer
8	Catcher
9	Blitzer

HOBBALOB SLINGIT

Small kobold, chaotic neutral

HW4

Armour Class 16 (studded leather)

Hit Points 28 (8d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	10 (+1)	10 (+0)	13 (+1)	10 (+0)

Skills Sleight of Hand +8

Senses passive Perception 11

Languages Draconic, Undercommon

Challenge 3 (700 XP)

Cunning Action. Hobbalob can take the Dash, Disengage, or Hide actions as a bonus action.

ACTIONS

Dart. Ranged Weapon Attack: +6 to hit, range 20/60 ft., one target. Hit: 6 (1d4 + 4) piercing damage plus 7 (2d6) poison damage. The target must succeed on a **DC 14 Constitution saving throw** or be paralysed until the end of its next turn.

MURDERBOWL ACTIONS

Block. The area around Hobbalob becomes difficult terrain for creatures he is hostile towards until the start of his next turn. As a reaction when a creature moves to a space within **5 feet** of Hobbalob, she can make one Shove special melee attack against it.

Tackle. Hobbalob attempts to tackle a creature within **5 feet** of her. She has a **-1 Strength (Athletics)** modifier.

Throw. Hobbalob throws a Murderball up to **40 feet** to a creature she can see. She has a **+4 Dexterity (Athletics)** modifier.

REACTIONS

Catch. When Hobbalob is the target of a throw that misses, she can make a **Dexterity (Sleight of Hand)** check (+8), adding the result to the thrower's Throw check.

"If give shinies will catch. Promise. Promise on all kids. Mines. Yours. All kids."

- Hobbalob

DASH "BLAST" BAKHTIARA

Medium humanoid (duergar), lawful neutral

HW4

Armour Class 16 (breastplate)

Hit Points 52 (8d8 + 16)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	10 (+1)	12 (+1)	9 (-1)

Skills Athletics +5

Senses passive Perception 11

Languages Common, Dwarvish, Undercommon

Challenge 3 (700 XP)

Blitz (2 Uses, Recharges on a Short Rest). Oron can take the Dash action as bonus action.

Tackler. Creatures Dash tackles have **disadvantage** on **Constitution saving throws** they make on the Murderbowl injury table.

ACTIONS

Multiattack. Dash makes two melee attacks.

Maul. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage..

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 7 (2d6) poison damage.

MURDERBOWL ACTIONS

Block. The area around Dash becomes difficult terrain for creatures he is hostile towards until the start of her next turn. As a reaction when a creature moves to a space within **5 feet** of Dash, she can make one Shove special melee attack against it.

Diving Tackle. Dash attempts to tackle a creature within **15 feet** of her. She makes her Tackle check with **advantage** and lands **prone**. She has a **+5 Strength (Athletics)** modifier.

Tackle. Dash attempts to tackle a creature within **5 feet** of her. She has a **+5 Strength (Athletics)** modifier.

Throw. Dash throws a Murderball up to **80 feet** to a creature she can see. She has a **+4 Dexterity (Athletics)** modifier.

REACTIONS

Catch. When Dash is the target of a throw that misses, she can make a **Dexterity (Sleight of Hand)** check (+2), adding the result to the thrower's Throw check.

DASH "BLAST" BAKHTIARA

She's quick, she hits hard, and boy can she jump. A master of the diving tackle, Dash has made more than one score-saving challenge leaping from yards away to knock a hapless player prone. When too far to blitz, dash takes special aim with her unique poison-applying crossbow, *quarrel*. Since *quarrel*'s introduction, she has got in surprisingly few arguments with referees.

Chainmail. Dash recently made news when she broke with the Bloodsmith Bowlers. Her official spokesperson cited "an over-observance of tradition and a lack of imagination when it came to uniforms" as the reason, but friends have quoted her as saying "*the stuffy old blighters wouldn't know fashion if it hit them in the face. Which I did. Repeatedly.*" Well, since joining the Vixens she's certainly set a trend with her chain-mail skirts. So much so that male and female dwarves alike have started donning the breezy armour. Much better ventilation is the word on the street.

DASH BAKHTIARA

"BLAST"

"With the ball,
Dash'll pass ya.
Without the ball,
Dash'll blast ya."

- Blast



PLAYER OPTIONS

As characters become more experienced Murderbowl players, they might wish to specialise in a certain role.

MURDERBOWL FEATS

There are two ways you can use these feats, either as 'specialisations', only for use in Murderbowl matches, or as 'full feats', usable at any point in the game.

Specialisations. Specialisations are less powerful than full feats and do not include the feat's associated ability score increase. When I've run this for my players mid-campaign, I had them attend an intensive two-week Murderbowl camp. Upon completion, I let each player character choose one of the following feats for use only in Murderbowl matches.

Full Feats. If used as full feats, the following options can be gained whenever a character normally gains a feat. These include the ability score increase in parentheses and are usable in and out of Murderbowl matches. If you choose this, you should consider allowing Murderbowl actions to be used in combat.

BLOCKER

Your fast feet and hands let you get in everyone's way giving you the following benefits:

- When you take the Block action, the difficult terrain you create requires 3 feet of movement to be expended in order to move 1 foot.
- When you take the Block action you gain an extra reaction that can only be used to make a Shove attack against a creature that moves to a space within 5 feet of you.
- (Increase your Strength or Constitution score by 1, to a maximum of 20).

CATCHER

Your sure hands and well-timed movement grant you the following benefits:

- You gain a **+5 bonus** to all Catch and Diving Catch checks you make.
- Whenever you drop the ball as a result of a failed catch or being tackled, you can roll on the scatter table twice and choose either result.
- You have **advantage** on any checks and saving throws made to disarm you.
- (Increase your Dexterity score by 1, to a maximum of 20).

RUNNER

Your acceleration and top speed are second to none:

- Your speed increases by **5 feet**.
- You can use a bonus action to take the Dash action. You can use this feature a number of times equal to your proficiency bonus (minimum 1). You regain all expended uses upon finishing a short or long rest.
- You can use a bonus action to take the Dodge action. You can use this feature a number of times equal to your proficiency bonus (minimum 1). You regain all expended uses upon finishing a short or long rest.

THROWER

Through perfect co-ordination of muscle and eye you can execute a throw in the nick of time. You gain the following benefits:

- Being within **5 feet** of a hostile creature doesn't impose disadvantage on your ranged attack rolls or throws.
- As a reaction when a creature targets you with the Tackle action and you have the ball, but before the tackle is made, you can attempt to throw the ball. You have a maximum range equal to **three times your Strength score** and make the Throw check with **disadvantage**.
- The maximum distance you can throw a Murderball increase by **15 feet**.
- (Increase your Strength or Dexterity score by 1, to a maximum of 20).



APPENDIX A - MAGIC ITEMS

ARCANOMAGNETIC RINGS

Rings, rare (requires attunement)

This pair of rings forms an arcanomagnet. One, a brilliant gold that reflects light in wondrous prismatic hues, is intensely magical while the other, a dull grey that grows darker as the surrounding light brightens, is its antimagical opposite. By creating pockets of magical and antimagical energy you can bend the Weave causing magic to veer off its intended trajectory. A single attunement slot is required to attune to both rings.

Spellbend. Whenever any of the following targets a creature or point you can see within 30 feet you, you can, as a reaction, redirect it:

- A ranged spell attack.
- An attack from a magical ranged weapon.
- A ranged weapon attack that uses magical ammunition.
- A spell with an area of effect centred on a point.

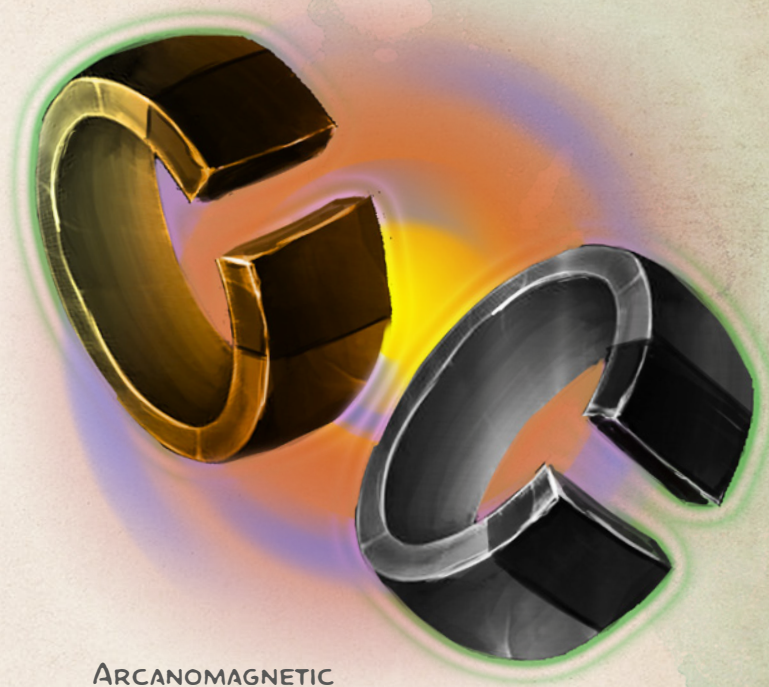
You can cause a ranged attack to target a different target within **10 feet** of the original target (after the attack roll is made but before the outcome is determined). Alternatively, you can move the area of effect's point of focus by up to 10 feet in any direction. After you do either of these, roll a **d3***. On a 1, the rings become demagnetized until the following dawn.

BLOOD MINISTER SYRINGE

Wondrous item, uncommon

Made of silver and glass, this peculiar apparatus magically refills with blood each dawn. A small dial around the plunger depicts carved images of beasts. Rotating the dial to each of these beasts changes the hue of the blood: bear, an iridescent black; bull, a sanguine red; cat, a silky purple; eagle, a piercing yellow; fox, an opulent orange; and owl, a midnight blue. Legend says blood from the sacred animal spirits of each of these races was extracted in the crafting of this macabre, performance-enhancing syringe.

As an action, you can select a beast and inject this blood into a willing creature, casting the spell *enhance ability* on it. The spell does not require concentration when cast in this way.



ARCANOMAGNETIC
RINGS



BLOOD MINISTER
SYRINGE



SCORCHING
FISTS

SCORCHING FISTS

Wondrous item, rare

Made of ceramic and metal plating, these gloves allow their wearer to manipulate hot metal without fear of burning oneself, as well as to smelt ore and weld metal. In underground battle pits these gauntlets see more unconventional uses. With the limiters removed, the glove's knuckle-exhausts can form a flaming blade, with devastating results.

This item has **10 charges**. You can replenish **1d8 + 2 charges** by replacing the fuel canister on the side. To do so you will need the equivalent of 10 gp of high quality oil. This manipulation takes 10 minutes and can be performed once per long rest

Scorching Fist. While wearing this item, you can expend 1 charge to add **1d4** fire damage to your unarmed strikes performed with your fist this turn. You can also handle white-hot metal without fear of burning yourself.

Overheat. As an action, you can expend **3 charges** to remove the limiter causing a flaming blade to shoot blossom. The gauntlets shed bright light in a **10-foot radius** and dim light for an additional **10 feet**. This blade lasts for **1 minute** or until it is extinguished (no action required). You are proficient with this simple melee weapon, which has the finesse property. It deals **3d8** fire damage on a hit.



XYXLBARK
ARMOUR

XYXLBARK ARMOUR

Armor (breastplate, half plate, or plate), rare (optional attunement)

Armor made from the cured bark of the xyxl tree is stronger and lighter than steel and possesses the unique ability to nourish its wearer. The source of the Xyxl tree's immense durability is the mithral particles it secretes in a rigid lattice throughout its wood. The art of curing the slow-growing xyxl bark is known to but a few denizens of the fey lands to which it is native.

If the armor normally imposes disadvantage on **Dexterity (Stealth)** checks or has a Strength requirement, the xyxlbark version of the armor doesn't.

Optional Attunement. If you attune to xyxlbark armor, it nourishes you, causing you to gain **2 temporary hit points** at the start of each of your turns.

Very rare variant: You gain a **+1 bonus** to AC while wearing this armour and the number of hit points and temporary hit points gained increases to **3**.

APPENDIX B - SPELLS

MIREBALL

3rd-level conjuration

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (bat guano and mud)

Duration: 1 minute

Mechanism: Damage & Debuff; **Str** & **Dex** save

Class: Bard, Druid, Warlock

A blob of goopy mud splunks from your extended finger to a point you choose within range where it splooges with a wet burp into an explosion of sludge. Each creature in a 15-foot-radius sphere centred on that point must make a **Strength saving throw**. On a failed save a target takes **3d10 bludgeoning** damage and is knocked **prone**. On a successful one, it takes half as much damage and is not knocked prone.

In addition, all surfaces within the area become covered in unpredictably slick and sticky patches of mud for the duration. The first time a creature moves through the muddy the area on a turn it must succeed on a **Dexterity saving throw** or fall **prone**. A creature moving through the area at half speed doesn't need to make the saving throw. A creature that is prone in the spell's area must succeed on a **Strength saving throw** to stand up, wasting the expended movement on a failure.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by **1d10** for each slot level above 3rd.

SHIELDING WORD

2nd-level abjuration

Casting Time: 1 reaction, which you take when a creature within range that you can see takes damage

Range: 30 feet

Components: V

Duration: 1 round

Mechanism: Buff; –

Class: Bard, Cleric, Paladin, Sorcerer

With a word, you coat a creature in a shimmering shield that absorbs the energy of incoming blows. The creature gains **15 temporary hit points** the instant before it takes the triggering damage. These hit points last until the start of the creature's next turn.

At Higher Levels. When you cast this spell with a spell slot of 3rd level or higher, you may choose to either increase range of the spell by **30 feet**, or increase the number of temporary hit points gained by **5**, for each slot level above 2nd.

SWITCHEROO

3rd-level transmutation

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

Mechanism: Utility; **Cha** save

Class: Bard, Sorcerer, Warlock, Wizard

You attempt to switch places with a Large or smaller target within range that you can see. The target must succeed on a **Charisma saving throw** or instantly teleport to your space whilst you teleport to the one it previously occupied.

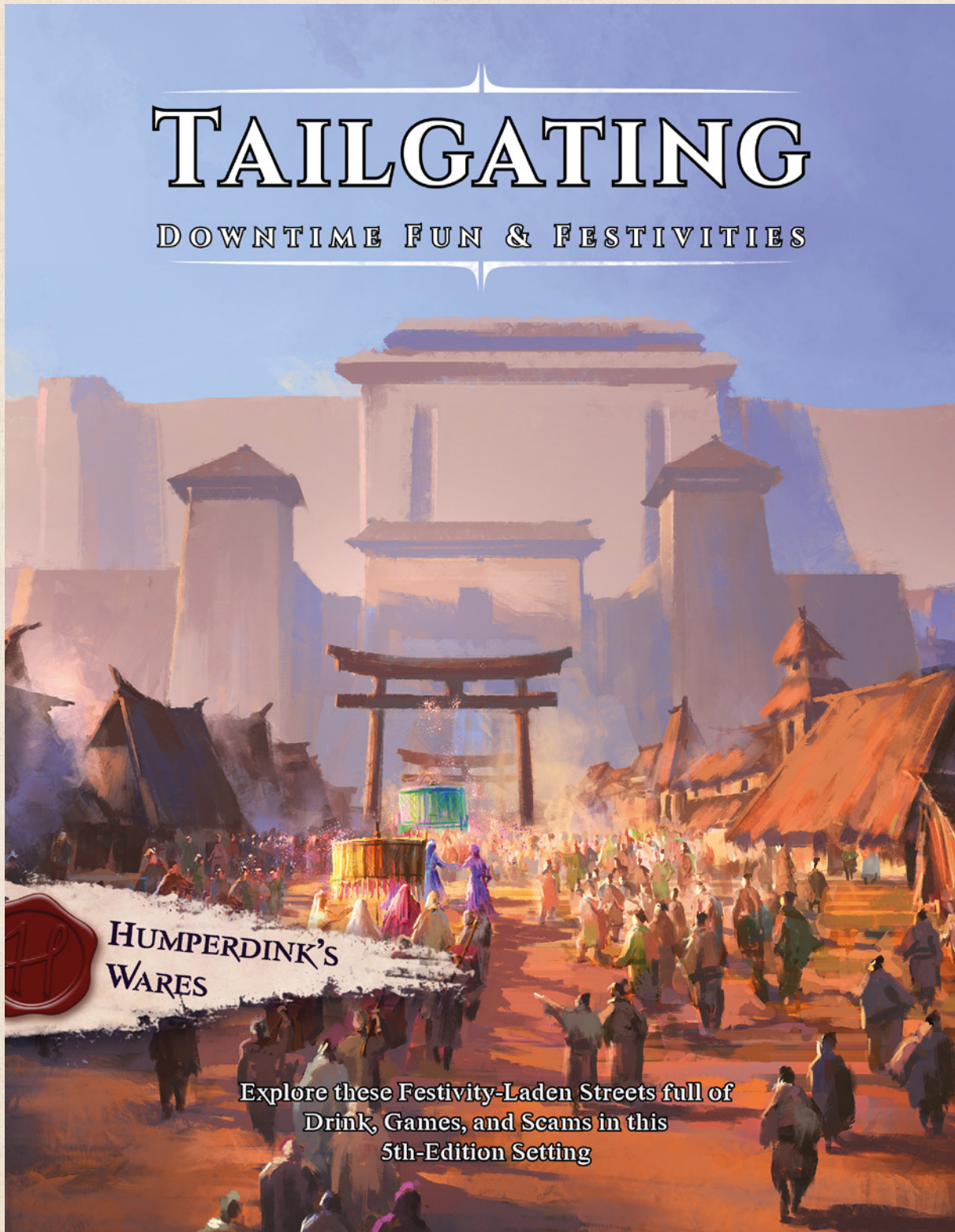
A creature automatically succeeds on this saving throw if there is not enough space to accommodate either of the teleporting creatures. A willing creature may choose to fail the saving throw.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the range of this spell increases by **30 feet** for each slot level above 3rd. When cast at 6th or 9th level, you may target Huge and Gargantuan creatures, respectively.

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