

WALL BALL, ANYONE?

SUMMARY: The party is invited to join in a friendly game of sport.

READ TO THE PLAYERS

Up ahead is a monastery. Joyful noises draw your attention to the abbey's south wall where a group of friars are playing a game, pitching a ball off the wall and then running to catch it. Upon seeing you, one of the men jogs over to the road to talk with you.

"Greetings, travelers! You wouldn't fancy a bit of sport, would you? We invented this game we call Wall Ball, but we haven't enough players to make it really fun."

Two Teams:

The friars have a number of players equal to the size of the adventuring party. They form one team and the PCs form the opposing team.

Rules of the game:

A gravel path curves around the abbey. This curve divides the grassy playing field into two areas, the infield and the outfield. The ball is made of tightly wound twine coated in wax.

Each player will take turns as the pitcher, getting four throws. They bounce the ball off the wall and into the outfield. If the ball reaches the outfield and isn't caught by an opponent, a point is scored. After four throws, the other team mans the outfield. The game is over once everyone has pitched.

Game mechanics:

The pitcher will make a STR(athletics) check to throw the ball against the wall. This check sets the DC for the catchers. If the check is below 8, the ball does not make it past the gravel path.

Roll randomly to see which outfielder the ball will land closest to. That catcher makes a DEX(acrobatics) check. If they meet the DC set by the pitcher, the ball is caught.

The friars have a +4 bonus to their athletics checks and acrobatics checks.

Betting on the second game:

So long as they weren't humiliated in the first game, the friars will be willing to bet money on a second game, up to five gold per man.

Names for the friars:

Wenlo, Penrash, Ragane, Epidyn, Deldan, Drook, Scarmack, Galsh, Logopher

TREASURE & RESOLUTION

Win or lose, the friars are just happy they had the chance to play their new game to its fullest. They will offer the party as much hospitality as they can. They can provide a meal and beds.

As studious men, they may have important information about the players' current quest.

And there's 46 more encounters your players will love!

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