

Wizball for Troika! (AKA Warball)

Introduction

Wizball, AKA Warball to its detractors, was once rooted in wizard duels and gang warfare, has evolved into a high-stakes, chaotic magical sport played on the rooftops of Squalor. Teams of six battle it out, using spells, strategy, and the volatile Mana Ball to score points and destroy their opponents' territory. But be careful—every goal brings explosive consequences!

Objective

Score the most goals within 60 minutes (or until a team's side of the field is destroyed!). Teams aim to channel magic through the Mana Ball, charging it up to devastating sizes before launching it into the opposing team's goal.

Game Duration

60 minutes real-time, split into two 30-minute halves. This is represented by 6 game turns (3 turns per half). But games can end early if a team's rooftops are blown to bits!

The Mana Ball

The heart of the game, the Mana Ball, grows more unstable as it absorbs magic. A Size 1 ball deals minor damage upon scoring, while a Size 3 ball can collapse entire rooftops, turning a goal into a disaster for your opponents.

The pitch is usually to be mostly secluded, as flat as possible (but rises still feature) and staff are in place to teleport the ball back into play if it leaves the pitch. Being the rooftops there are gaps everywhere but the roof forms their own paths around, meaning movement often requires jumping or tools, or else movement could be hindered in a certain direction. If there is line of sight, you can see players from the furthest distance.

Culture, Fandom and Hatred

Part of the sports popularity is the constant scandals and rule breaking from teams that then become new rules. Now scandals and insider rumours are like Kayfabe, from magical doping to team owners paying interfering audience members.

Cultural Impact: Warball reflects the anarchic spirit of the city, displays powerful and daring wizards abilities, whilst distracting from and recruiting for the looming 2nd demon war.

Preparation

You need a Map (See Map Generation). 2 Team Sheets for players stats, abilities & spells and Bag and 6-7 types of Tokens.

1 Square = 15x15 metres (movement is increased here for sake of Wizball, scale is for spell effects sakes)

If using gridded paper or boards try using 4 squares as 1, to fit multiple pieces in one.

Pre-Game

- PCs select 2 Signature Spells.
- Team Meeting: Before each half, teammates gather to discuss spells, tactics and heal if necessary.
- Substitutions: New players can join from the audience or as volunteer wizards between halves.

Game Mechanics

Turn Structure

- *Tokens:*
 - Team Tokens: Each team has 4 tokens per half.
 - Star Player Tokens: Each star player has 1 additional token per half.
 - Interference Tokens: Added as the game progresses.
- *Sequence:*
 - Tokens are placed in a bag and drawn one at a time. When a team's token is drawn, all their players (including PCs) take a Team Turn. Then the opposition takes their Team Turn.
 - Blast Off.
 - Repeat pulling out tokens until all 6 team tokens are gone at a game's end.
 - Star players get an extra turn when their token is drawn. Interference tokens can also be drawn.
- *Order of Player Turns:*
 - After Blast Off. On a team's turn, Track player's turns with a tick next to their name on a sheet, to know who's already been. On a Side's Turn, the players or GM can move their players in any order they wish.

Blast Off

When? At the start of each half or after a goal is scored:

1. *Mana Ball Hover:* The Mana Ball hovers at the centre of the pitch.
2. *Player Actions:*
 - Players can cast a spell targeting the Mana Ball or move up to 2 squares into position.
3. *Resolution:*

- Spellcasting:
 - Players roll Skill + Spellcasting; the highest roll hits the Mana Ball first. Other spells at the ball miss.
- Movement:
 - All movements occur simultaneously.

The Mana Ball

A 1-metre diameter sphere of magical energy that hovers above the ground, repelling from it like a magnet.

1. *Properties:*
 - Charges when hit by attack spells, increasing up to Size 3.
 - Energy Type: Adopted from the last applicable spell cast upon it.
2. *Explosion on Goal:*
 - Size 1: Points: 1.
 - Size 2: Points: 1.
 - Size 3: Points: 2. Destroy Square, move to any goal to square on the team end row.
3. *Loose Ball:*
 - Rebounds: If the ball hits a player, the sides of the pitch or the raised roof squares, and it has more movement left over, it rebounds in the mirrored direction for the remaining ball moves.
 - Out of Play: Whenever the ball goes out of play (i.e. down a gap, inside a building) it teleports back to the centre of the pitch. Play doesn't stop.
4. *Passing, Throwing, Shooting:*
 - Anyone can do these using the appropriate Wizball spell.
 - A player must call the square they want to pass to within rules and ability.

Rules of Game

1. *No Weapons or Unarmed Actions:*
 - Physical attacks are prohibited.
2. *No Going Indoors or Below:*
 - Players must remain on the rooftop pitch, if they can't return to the pitch before the end of the next GT, that player is counted out.
3. *Damage and Substitutions*
 - Damage spells only allowed to be cast on the ball holding player.
 - Substitutions occur when a player reaches 0 stamina or at half time or after a goal.
 - No killing.
4. *Prohibited Spells*
 - Spells Rank 6 and above.
 - Explode
 - Starry Orb
 - Cockroach and other Permanent Transmutation Magic
 - Time, Death and Direct Mind Control Magic

The Referee

1. Referee (10, n/a)

Flies above, striped. Acts automatically according to these actions. Can be distracted if engaged with another player at close range, cheating can be gotten away with during the players turn.

- a. Instant: Will retaliate if attacked or see's someone attacking a player other than the ball holder.
- b. Takes 1 Player Action: If a player's holding a weapon the referee upon spotting it, will engage with them to remove it.
- c. Takes 1 Player Action: Encases repeat violating players and guests in a yellow or red immobilising sphere for 1 or 2 Team Turns, respectively.
- d. Instant: Uses Spells: Jolt. Dispel Magic (for use of overpowered spells). Yellow Card (player using damage magic on player without the ball). Red Card (use of physical damage, massive damage). Calm Crowd.

2. Staff

- a. There to revive injured individuals
- b. Prevent protestor inference and major chaos

Player Actions

On their turn, players can:

- **Move:**
 - 2 squares per turn
 - 1 square and perform 1 action.
- **Actions:**
 - Cast a spell to pass, tackle, block or shoot.
 - Cast a Spell (Within rules).
 - Stay in the current square and **Ready** an action in immediate response to any other player's action or the ball's movement or position.
 - Pump Up or Antagonise the Crowd: Success adds a Mild Interference Token to the bag.
- **Getting the Mana Ball:**
 - If in the same square as the Mana Ball (and not held by an opponent), a player can pick it up.
 - If in the same square as the opponent holding it, make an contested roll to take possession.
- Useful Advanced Skills: Run. Climb. Fly. Athletics or Acrobatics. Accuracy. Awareness. Performance. Strength.

Reactions

- If a player is in a square and an opposing player with the ball tries to leave the square with it, that player can react against the ball possessing player.
- You can still use 1 reaction per player per Team Turn, even if that player's already taken an action on the same Team Turn.
- Only Wizball Spells are quick enough to be used for reactions.

Movement

- **Movement:**
 - Movement may be affected by interference or environmental features.
 - Ascending or descending a risen roof requires a means to do so.
 - Crossing squares with a gap in between requires a roll or a bridge of some kind.
- **Line of Sight:**
 - Players can see others from any distance if there is a clear line of sight.

Crowd Interference

Crowds often get involved in Wizball, especially those who call it Warball.

Tokens: 6 Max

Added by using Work the Crowd as an action and when a goal is scored

If pulled out Roll D6 + Number Interference Tokens Pulled

D6 + No. of Tokens	Interference
2	Jolt at Mana Ball: Someone casts Jolt at the Mana Ball.
3	Jolt at Player: Jolt cast at an away team player near the edge.
4	Thrown Objects: Roll D6 for a random item nearby.
5	Weather Change: Sudden rain or wind; -1 to all actions for one turn.
6	Crowd Surfing: A fan briefly enters the field and interacts with 1 player before being ejected.
7	Crowd Shares Spellcasting: The next player to cast a spell gets a -1 stamina cost for one time.
8	Field Invasion: Protesters halt play for one turn.
9	Structural Collapse: Part of the pitch collapses; squares become impassable.
10	Energy Drain: Mana Ball resets to Size 1 or is snatched by protester.
11	Spectral Interference: Ghostly figures appear; players must pass a Willpower Test or lose a turn.
12	Explosive Sabotage: Hidden explosives detonate; affected players take 2D6 damage.

Example Map 1		Example Map 2		Example Map 3		Example Map 4
Home Half	Red = Home Blue = Away X = Designated Goal Areas Thick Lines = Gaps to Alleys	Home Half		Home Half		Home Half
Away Half		Away Half		Away Half		Away Half

			X		
O					O
		O		O	
		O			
O				O	O
		X			

O = Risen Blocks

In this example, on step 4 - Assigning Risen Roofs, an 8 was rolled

STEP 4: Assign Risen Rooftops:

- Assign 2D6 squares as Risen Rooftops (5-10 metres higher), mark them on the map with their height.

STEP 5: Determine Environmental Features:

- Use the Square Effects Table to assign features to squares.

STEP 6: Environmental Features Table

D6	Environmental Features Table	Map Icon
1	Washing Lines: May entangle players, be used to reach higher places or as a slingshot (up to 2 squares).	T-shirt
2	Sloped Roof: Movement costs 1 extra square in 1 direction; whilst gaining -1 in opposite direction.	An Arrow
3		A Square w/ height
4	Bumpy Roof: Provides cover; disadvantage on passes and shots made from here.	A Hump
5	Weak Roof: Roll under to cross without falling through (1d6 damage, the players turn ends and must get back up by end of next Team Turn. GM's discretion; this can lead to an automatic severe interference, or even adding a severe interference token)	Zig-zag
6	Slippery Surface: Agility Roll Under to move through; failure ends movement and drops the ball if holding.	Wavy line

Pitch Generation

STEP 1: Draw the Grid: 6x6 Label rows 1-6 and columns A-F. Divide it into 2 clear halves.

STEP 2: Mark Goals: On X's marked on example maps.
STEP 3: Mark Gaps (Alleys Below): Draw 2 to 4 lines across the grid to represent gaps. Gaps are impassable without jumping, items or spells. Shouldn't be drawn around the goal and should be symmetrical or mirror image in layout.

Creating a Team

Team & Player Stat Blocks

- All teammates have the stat block of the team, unless stated otherwise.
- Stat blocks are just Skill & Stamina & Armour that isn't worn.
- Each player has their own abilities and spells.
- Each team may have a unique ability or theme.
- Default is 6 skill, 16 stamina

Positions and Special Abilities

1. Striker: +1 to Shooting on Goal.
2. Defender: +1 to Lunge Into Them.
3. Central: +1 to Throwing Arm.
4. Goalkeeper: +1 to Saving Goals
 - Can't leave goal square.
 - Has an extra signature spell.

5. An Assigned Captain Roll:

- *Gains +1 Skill. Teammates in same square also gain +1 whilst in the square. Can reroll any teammates action once per game*

Spells

- Assigned Spells:
 - All Wizball Spells.
 - 2 Signature Spells.

Star Players

- Have their own stat block and 1 Special ability.
- Can perform all actions teammates can do.
- Can pass and use any legal spell they know.
- Stat Block: Skill 6 +D3, Stamina 16 +D6

D6	Striker - +1 to Shots on Goal	D6	Central - +1 to cast Throwing Arm	D6	Defender - +1 to cast Lunge Into Them
1	Automatically jump over gaps in movement	1	Eagle Vision: See through risen roof squares, can pass over or on to them	1	Spell Blocker: If opponent casts a spell within 2 squares, you can impose a -1 to their roll
2	Volley: Can take a shot as a reaction when passed the ball.	2	Adaptive Strategy: Once per half, the player can negate an opponent's ability for one turn	2	Lockdown: When using Mark Opponent, the opponent gains -1 to all actions
3	Momentum: +1 to next roll if move 2 squares in a line	3	Interceptor: Gain +2 to block passes or shots within 2 squares	3	Counterspell: Once per half, attempt to negate a spell cast by an opponent within 3 squares
4	First Touch: Take a Shot on Goal as a reaction when receiving a pass	4	Coordination: When assisting in a play, both the player and the ally gain +1 to their rolls	4	Rebounder: After a successful interception, you can shot or pass the ball automatically
5	Bending Shot: ignores line of sight, see through risen roofs & bend around, can't be intercepted	5	Synchronise Spells: Can combine their spell with an ally's spell for a combined effect	5	Grounded Stance: Once per half, can ignore going prone during an attack or failed roll
6	Feint Master: Once per half,, cause a defender a -1 on their next action against them	6	Cross Pass: Attempt long passes along to square without opposing players in	6	The Wall: Once per game, can create a barrier 1 grid long that blocks movement for 2 turns
D6	Goalkeeper - +1 to Save, 4 Armour, 1 extra spell	D6	Star Player - Own Initiative (1 per game), 2 extra spells, 1 ability from below & 1 from their position	D6	Extra - Universal Abilities
1	Anticipate: Advantage on next save, can't take any other actions until then	1	Dancing Footwork: With the ball, you ignore up to 1 attempt to take the ball from you per half	1	Read The Crowd: +2 to Working the Crowd Rolls
2	Share Stamina: Give another teammate as much stamina as you need or can	2	Charged Shot/Pass: Once per half, a shot or pass will increase the Mana Ball size by 1	2	Sheer Grit: +8 Stamina
3	Penalty Saver: +1 to Penalty Saves	3	Inspire: Inspire 1 teammate once per half, granting a +1 to their next action	3	Mind Games Taunt an opponent who just failed an action, their next roll is with disadvantage
4	Goal Kick Expert: Can kick Mana Ball up to 4 squares	4		4	
5	Nullify Ball: When saving a shot, the player can reduce the Mana Ball's size by 1	5		5	
6	Teleport Defence: Once per game, as reaction, instantly reposition up to two defenders	6		6	

Additional Rules

Mana Ball Effects

- Add a unique token to the bag.
- When drawn, roll for a Strange Mana Ball Effect.

Strange Mana Ball Effects

1. Mana Ball Kicks Itself: Holder must roll Strength to hold on. Failure causes the ball to move randomly (roll D6 for direction, D3 for squares).
2. Gravity Fluctuation: Mana Ball levitates higher; may be out of reach.
3. Elemental Burst: Mana Ball releases energy; holder takes 1d3 damage.
4. Duplication: Mana Ball splits into two; only one is real.
5. Temporal Loop: Mana Ball reverts to its position from the previous turn.
6. Energy Drain: Mana Ball absorbs energy; all players lose 1 Stamina.

Custom Wizball Oops Table

- 1 Roof Collapse: Cross out a square on the map, an adjacent one if it's the goal. Encounter may happen, +1 Severe Interference Token into bag.
- 2 Magical Explosion: A burst of magical energy explodes around the caster, dealing 1d6 damage to themselves and anyone within 1 square.
- 3 Mana Backlash: The caster loses 1d6 Stamina due to magical feedback.
- 4 Spell Reversal: The spell's effect is reversed, targeting the caster instead of the intended target.
- 5 Wild Magic Surge: Roll on the Strange Mana Ball Effects Table; the effect occurs centred on the caster.
- 6 Elemental Shift: The caster's spell changes to a random element (e.g., fire, ice, lightning), possibly altering its impact.
- 7 Nothing Happens: The spell fails silently; no effect occurs.
- 8 Unexpected Teleport: The caster is teleported 1d3 squares in a random direction (use a d6 for direction).
- 9 Sticky Situation: The caster's feet become stuck to the ground for 1 turn, reducing movement to 0.
- 10 Arcane Attractor: The Mana Ball is drawn towards the caster, moving up to 2 squares closer. If it reaches the caster, they must attempt to take it.
- 11 Illusory Doubles: Multiple illusory copies of the caster appear, confusing both teams. For 1 turn, all players suffer -1 to actions targeting the caster.
- 12 Beneficial Surge: The caster gains a surge of energy, restoring 1d6 Stamina instead of suffering a mishap.

Enhancements

As is the tradition in Wizball, whenever someone breaks the rules, they become a part of the game. Like interference, formally unfair enhancements are used by teams. Only 1 player per team may have 1 and if the other team can detect it with Awareness or Second Sight as a free action, can cast Remove Enhancement to extract it from the player, who must make a luck roll vs being stunned for the rest of the Team Turn. A new enhancement may be reintroduced into the game by a side, with a substitution or at half time.

1. Speed Enhancement: move 1 extra square when moving 2 - 5000sp
2. Cognitive Enhancement: can make 2 actions and move 1 square, or as two ready actions or reactions - 3800sp
3. Strength Enhancement: strength +3, jump over gaps automatically - 2500sp
4. Adrenaline Enhancement: +1 to Shot on Goal or Save Roll - 4500sp
5. Resilience Enhancement: +10 stamina, 1 armour - 4000sp
6. Whack Enhancement: +1 to casting spell, Whack - 3000sp

Wizball Common Spells - Known by ALL PLAYERS

Whack (0)

A thought activated, invisible kick, butt, punch or slap, can be delivered up to 2 squares (30m) away. Deals damage as Unarmed.

If used on the Mana Ball, call out if it's a pass or shot, then it is kicked up to 3 squares away, based on the spell roll (Below 5 = 1 square. 6-8 = 2 squares. Above 9 = 3 squares).

It does not increase the balls size.

Wizdash (1)

Move by blinking mini teleport, up to 2 squares (30m) as your movement on your turn.

Throwing Arm (1-3)

Throw the Mana Ball up to 3 squares (45m) each square thrown costs 1 stamina. Must be holding the ball.

Lunge Into Them (1)

A charged tackle or shot block by calling out which one first. Being in the same or adjacent square as the target for a tackle, choose to deal D3 damage or knock someone off balance. You gain possession of the ball. If blocking, you must be in between the passer/shooter and receiver/goalkeeper.

Remove Enhancement (0) **Optional Rules*

Once an enhancement has been detected on another player with an awareness roll or second sight roll as a free action. Then you can use an action to cast this spell on 1 target, to remove whatever items and modifications they have giving them an edge.

Drain Mana (2) *Goalkeeper Only*

When the Mana Ball is in your half, reduce it by 1 size.