

Silkball is a combination of Lacrosse and DodgeBall. You can either score points by throwing the ball into the opponents net for 1 point (5 points wins) or try to "tag" your opponent with the ball (made from sticky web-like material). If they are successfully "tagged", they are out! If a team loses all of its players, the other team is declared the victor.

Positions

There are 2 roles in Silkball: Frontline and Goalie. The Goalie must stay within the Goal Box at all times. Other players are not allowed to enter the Goal Box or they are considered "tagged out". When you are tagged out it lasts 1 round per player on your team (i.e. teams of 4 = 4 rounds). While tagged out you remain on the field but are considered paralyzed for the number of rounds above, at which time you are free to move again.

This allows players to not be left out for long stretches of time and means there is a count-down clock if the other team decides to try to just tag your team out completely (and goalies can be tagged out).

The sticks used to catch and throw the ball are called a Hurley. The Goalies Hurley is considered a reach weapon and has a "melee" reach of 10'. The Frontline uses a standard Hurley that has a "melee" range of 5'. The Goalie is an optional position and some teams prefer the extra Frontline instead. The Hurley requires 2 hands to use properly. If a player wants to take an action that requires a free hand, they must let go of the Hurley with one hand and cannot place it back on until the start of their next turn. While wielding it one-handed, all rolls are done at Disadvantage.

The game begins with a Face-off, and after every score or player called out, there is another Face-off. One member from each team steps into the circle. The Player may choose what skill they wish to use and must describe how they will use this skill to win the faceoff. The better roll wins, with ties causing the ball to fly 15' in a random direction.

During the game, a magical chest will appear and disappear at random. Players may use their action to reach into the chest and pull out one item at random from the following items.

1. Void Bulb - Pull all creatures in a 15' radius 10' toward the impact point. DC15 STR Save. Forces a Concentration Saving Throw for the ball carrier.
2. Alchemist Fire - Creates a 10' radius circle of fire for 3 rounds that acts as difficult terrain for the duration. Forces a Concentration Saving Throw for the ball carrier.
3. Water Flask - Creates a 10' radius circle of Mud that quarters movements speed while in the Mud.
4. Web Grenade - Creates a 10' radius web circle for 1 round. The webs are Difficult Terrain, and the area within them is Lightly Obscured. The first time a creature enters the webs on a turn or starts its turn there, it must succeed on a DC15 DEX saving throw or have the Restrained condition while in the webs or until it breaks free.



5. **Explosive Grenade** - Creates a wave of force that pushes all creatures in a 15' radius 10' away from the impact. DC 15 STR save. Forces a Concentration Saving Throw for the ball carrier.
6. **Grease Bottle** - Non Flammable grease covers the ground in a 10-foot square centered on a point within range and turns it into Difficult Terrain for the 3 turns. When the grease appears, each creature standing in its area must succeed on a DC 15 DEX saving throw or have the Prone condition. A creature that enters the area or ends its turn there must also succeed on that save or fall Prone.

Special Actions

- **Pass:** Pass the ball from one teammate to another. A pass can travel a maximum distance of 30 feet. To make a pass, make a Dexterity-based attack plus proficiency. A pass is successful if the result of the roll is higher than 10.
- **Shoot:** Shoot the ball in a certain direction. The maximum distance the ball can travel when shot is 30 feet. To shoot, make a Strength-based attack plus proficiency. The ball's travel distance is based on the Strength roll. < 10 = 10 Feet. Every partial 5 over 10 is an extra 5' of thrown distance up to a maximum of 30 feet (i.e. 11-15 = 15', 16-20 = 20', etc).
- **Tackle:** Tackle a creature to take the ball from them and push them 10 feet away. To tackle a creature, make a Strength (Athletics) check. The creature makes a contested Strength (Athletics) or Dexterity (Acrobatics) check. If your check is higher than theirs, the tackle is successful and the creature lets go of the ball, the ball now occupying the space the creature previously did, and the creature is pushed 10 feet away.
- **Steal:** Take the ball away from the grasp of a creature. To steal the ball from a creature, make a Dexterity (Sleight of Hand) check. The creature makes a contested Wisdom (Insight) or Dexterity (Acrobatics) check. If your check is higher than theirs you take the ball away from the creature.
- **Throw Chest Item:** Make a Strength or Dexterity check (players choice). To hit your target exactly, the DC = the number of feet thrown. If your roll is less than then DC, the ball will hit at a random location from your aimed location. The distance will be equal to the number you missed by rounded up to the nearest 5. (i.e. -6 = 10', -1 = 5')

Special Bonus Actions

- **Pick Up:** Pick up the ball when the ball is within 5 feet of you. This action can only be executed if the ball is not in possession of a creature.

Special Reactions

- **Intercept:** Stop a pass or shot. If a ball not in possession of a creature enters your range as it is being passed or shot, you can use your reaction to try to intercept the ball. To do so, roll a Dexterity saving throw. If your roll is higher than the roll of the initial pass or shot, you successfully intercept the ball, and it is now in your possession. You may double the distance of your interception attempt, but will roll the check with Disadvantage.
- **Lunge:** At any time during or after an Opponents movement, you may lunge for half of your movement rate as a **free** reaction once per round to reposition for a more advantageous position.
- **Toss:** When you are subject to a **Tackled** or **Steal** by another player, but before the Skill Checks are made, you can use your reaction to Toss the ball away. You may choose either the direction OR the distance, but the other will be determined randomly. You must decide

this BEFORE the contested skill checks are rolled. For direction, roll 1d8, with 1 being North and then continuing clockwise. For distance, roll your **Shoot** skill.

Damaging Attacks

- During the game, no real damage can be done to your opponents due to the magics placed over the field. However, if the current ball carrier takes damage, they must roll a concentration saving throw or drop the ball using the same rules as if they were concentrating on a spell.