

TEN TOWNS' GREATEST SPORT

TROUTBALL



ICEWIND DALE
RIME OF THE FROSTMAIDEN

ICEWIND DALE'S BEAUTIFUL GAME

The hardy folk of Ten Towns rely on knucklehead trout for food to eat, scrimshaw to sell, and as a jolly distraction from an endless freezing night of eldritch horrors.

No matter that Auril or Arveiatorace might be waiting in the snows - as soon as the ice is thick enough to hold them, Dalesfolk cut a fishing hole, sketch out a rink, gather some friends and start flinging trout!

SETTING UP FOR TROUTBALL

Troutball feels a lot like hockey or lacrosse with 3-ft fish for pucks. There's a rink and two teams of 3-5 players, with goalies defending their nets at either end. Games are usually played to 5-7 points, scored by flinging trout into your opponent's net. Instead of moving in 5 ft squares, players occupy the nine zones on the rink: one goal zone on each side, two backfield zones on each side, and three midfield zones with a single central icefishing hole that touches the midfields and backfields.

KNUCKLEHEAD TROUT TYPE (ROLL 2D6+2 TO SET DC)

DC	Size	Point Value	Control Modifier	Fling Modifier	Range
4-7	Tiny (1-2 ft)	1 pt	Dexterity	Dexterity	2 Zones
8-11	Small (2-3 ft)	2 pts	Strength	Dexterity	1 Zone
12-14	Medium (3-5 ft)	3 pts	Strength	Strength	1 Zone

STARTING A TROUTBALL MATCH

The match starts when two players pull a trout from the central hole and fling it into play. Roll 2d6+2 to determine the size of the fish, how many points it is worth, and the DC and ability score to use for checks to fling or control it. Then, roll initiative for the players and start the match.

HOW TO PLAY TROUTBALL

Like combat, Troutball is played in turns based on initiative, but the trout takes a Trout Action before each player's turn. The trout moves into a zone (it's flung by a controlling player, or it flops randomly), and the player whose initiative is next takes their move and Player Action. Then the players in the zone with the trout determine who if anyone controls the trout, and it moves again, alternating Trout Actions and player turns until a goal is scored.

TROUT ACTIONS

1. At the start of each turn, each player in the same zone as the trout rolls the appropriate *Ability* check modified by *Athletics* or *Animal Handling* to *control* the trout.
2. The highest roll becomes the **controlling player**. If any check is lower than the Trout DC, that player is knocked prone. Prone players have **disadvantage** on all checks until they stand.
3. The **controlling player** can keep the trout in place or *fling* it to another zone. Tiny trout can be *flung* 2 zones, Small and Medium trout can be flung 1 zone. If no opponent is standing in your zone, you can *fling* the trout an extra zone.
4. If no one controls the trout, it moves to an adjacent zone randomly (roll a die). If it's already in a goal zone, there's a 1 in 3 chance it scores.

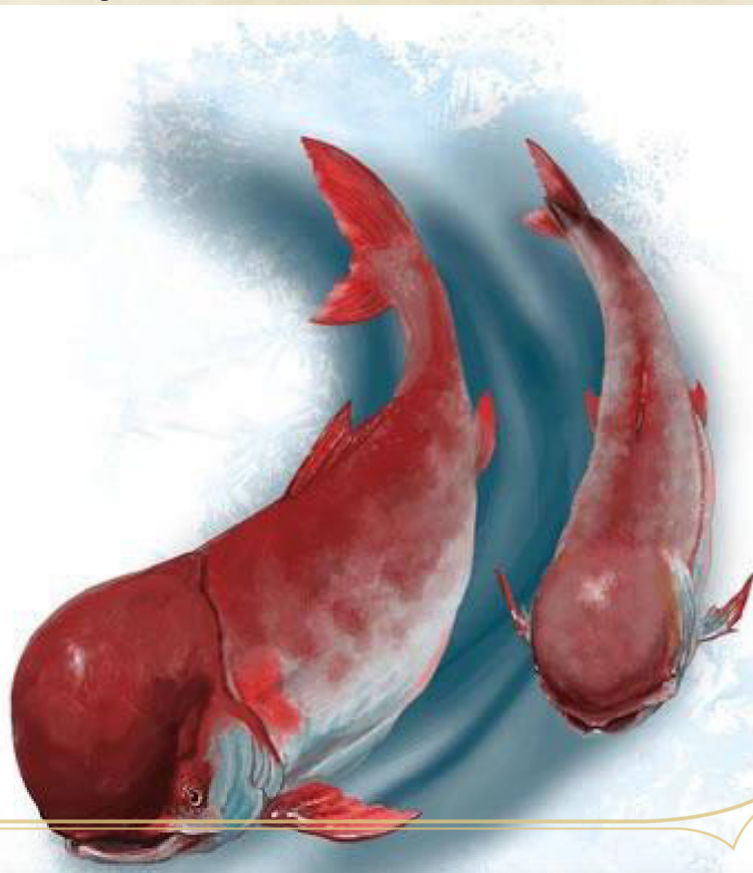
"Goatball? HAR! That game's for them mountain-dwellin' softies what never swung a knucklehead! They don't even use real goats!"

~Bruenor Battlehammer, four-time All-Daler and Captain of the Mithril Hall Foaming Muggers

PLAYER ACTIONS

On each player's initiative, they can freely move one zone and take one of the following Player Actions. The two **Goalies** wear heavy trout pads that grant **advantage** on all checks to *shove* opponents, and *fling*, or *control* trout, but they lose the free movement. Only goalies can stand in the goal zone.

1. *Shove* an opponent in their zone (contested *Strength* + *Athletics* check, or *Dexterity* to dodge), knocking them prone.
2. *Dash* one additional zone.
3. *Help* an ally in the same zone make their next roll with advantage, or stand up from prone.
4. Line up a *shot on goal* if the trout is in their zone and they are in range. (The shot is taken on the next Trout Action, see below).
5. **Goalies** can break off a chunk of ice from their net and throw it 2 zones (contested *Dexterity* + *Athletics* or *Acrobatics*) to knock an opponent prone.
6. Use their movement to stand up from prone instead of moving.



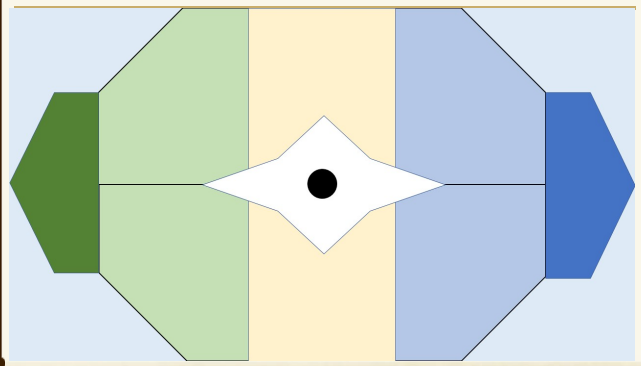
SHOOTING ON GOAL

If the **controlling player** has lined up a shot on their turn and is in range, they can shoot on goal with the appropriate *fling*, contested by the **goalie** if they are in the goal zone. Shots on goal are blocked by a higher check. Ties go to the shooter. If there is an opponent standing in your zone, you have disadvantage on your shot.

HIJINKS ENSUE

Players are bound to start looking for ways to cheat. Have fun flexing the rules and adding your own complications. Maybe a fight breaks out in the stands, a zone's ice cracks, someone falls in the fishing hole, or another trout pops out.

STANDARD TROUTBALL RINK



TROUTBALL SCORECARD							
<u>PLAYER</u>	<u>TURN ORDER</u>	<u>DEX</u>	<u>STR</u>	<u>ATHL. PROF</u>	<u>ANIMAL HANDLING</u>	<u>ACRO-BATICS</u>	<u>FISH DC</u>
							<u>GREEN SCORE</u>
							<u>BLUE SCORE</u>
							<u>ROUND</u>

